WHITE DWARF

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June/July 1979
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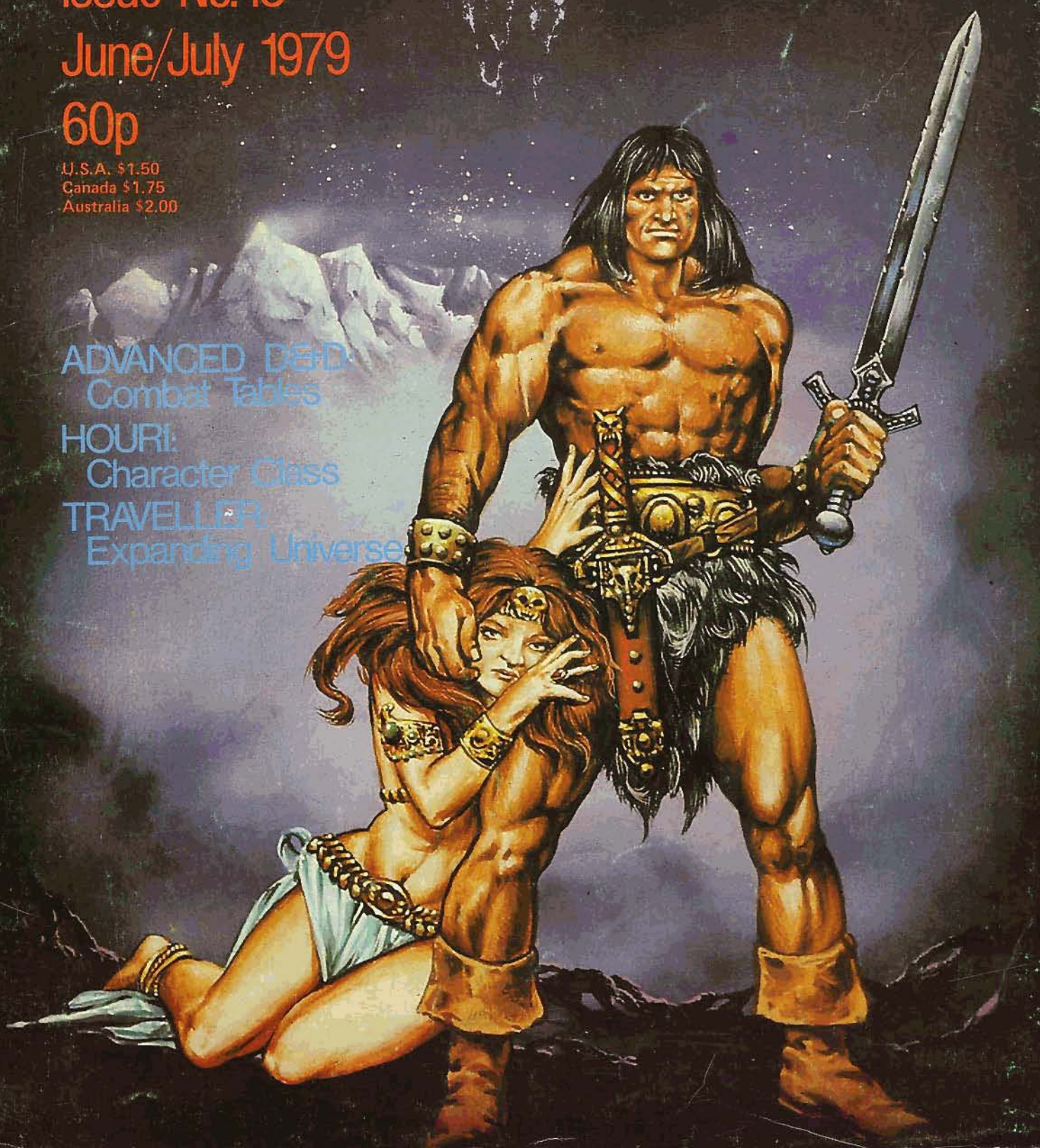

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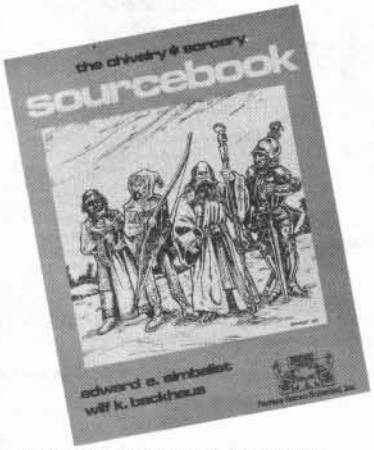

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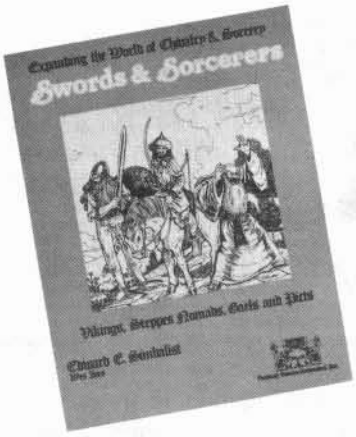

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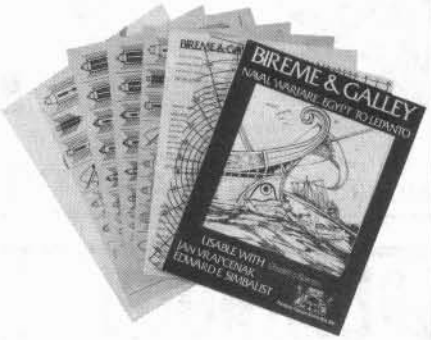

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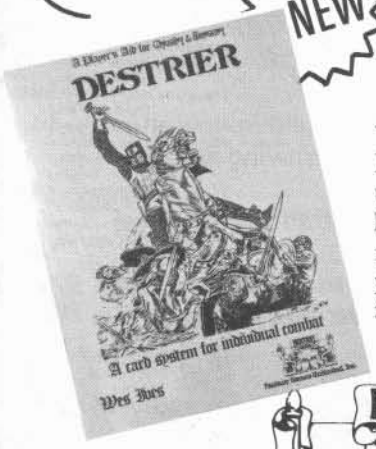

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WHITE DWARF

Probably the most repeated question we are asked in readers' letters is, "Do you know of any games of D&D, Traveller, C&S, etc. going on in such-and-such a town?" Our standard reply is to recommend a free advertisement in our Help! column requesting fellow players in that reader's town. However, we feel this is not enough, and we would like to offer readers a much improved contact service.

We want to hear from existing SF/F games clubs, individuals willing to form/run clubs, individuals or groups who have regular games at their own homes and are willing to accept new players, and shop owners who are interested in a weekly/monthly games session on their premises. We will publish all the information we receive under separate headings. Please include all relevant information, e.g. for clubs, information should include full name and address, meeting dates and times, contact name and his address and telephone number.

Gaming as a hobby is still in its infancy and it is essential that gamers are brought together at established venues if the hobby is to grow. Please respond to this project and help us help you by writing to "Contacts" c/o White Dwarf.

Ian Livingstone

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ADVANCED DUNGEONS & DRAGONS®

COMBAT TABLES

—In view of the time delay between publication of the **Advanced D&D** *rulebooks,* **Gary Gygax** *has kindly sent us the* **Combat Tables** *from the forthcoming* **Referee's Guide.** *We have been informed that the* **Referee's Guide** *will contain considerably more pages than the* **Players' Handbook,** *but in the meantime we hope the following tables will help to pacify the great unrest!*

GRENADE-LIKE MISSILES: CONTAINERS OF ACID, HOLY/UNHOLY WATER, OIL, POISON AND BOULDERS HURLED BY SUCH THINGS AS GIANTS AND SIEGE MACHINES.

Hurling various containers of liquid is a common tactic in dungeon adventures. For game purposes it is necessary to make certain assumptions regarding all such missiles.

Size: Acid — ½ pint (8 oz.)
Holy/Unholy Water — ¼ pint (4 oz.)
Oil — 1 pint (16 oz.)
Poison — ¼ pint (4 oz.)

Effect:

LIQUID CONTENTS	AREA OF EFFECT	DAMAGE FROM A SPLASH	DIRECT HIT
—acid	1' diameter	1 h.p.	2-8 h.p.
—holy/unholy water	1' diameter	2 h.p.	2-7 h.p.
—oil, alight	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.**
—poison	1' diameter	*special*	*special*

* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

** Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

Range: The range of all such container missiles is 3". Beyond 1" is medium, and beyond 2" is long (-2 and -5 "to hit" respectively).

Hits: When the die roll indicates the missile has hit, then it is necessary to roll again to see if the container shatters or not — use the BLOW, CRUSHING column on the ITEM SAVING THROW MATRIX — unless special procedures were taken to weaken the container, i.e. the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container breaks, except with regard to oil which must be alight (flaming) to cause damage. **Poison special** is dependent upon whether or not the poison is a contact poison or if the container was hurled into the mouth of the target creature. In the latter case, breakage is not necessary if the container was unstoppered; if stoppered check saving throw for breakage using the BLOW, NORMAL column of the ITEM SAVING THROW MATRIX. If oil has been specially prepared by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon target impact; otherwise, a torch or other means of causing combustion must be brought into contact with the oil.

Splash Hits: All creatures within three feet of the impact and breaking point of the container missile must save versus poison or be splashed with the contents of the shattered container.

Boulders are considered, for game purposes, to be 1' in diameter for giants, 2' in diameter for siege engines. Range and damage of siege machines is given in the appropriate section. (See **MONSTER MANUAL** for giants' abilities.)

Misses: If the "to hit" die roll indicates a miss, roll 1d6 and 1d8. The d6 indicates the **distance in feet** the missile was off target. (If the target was large, simply compute the distance from the appropriate portion of the target, i.e. the character aims at a section of the floor which is 1' square, and miss distance is measured from the appropriate edge as explained below.) The d8 indicates the **direction** in which the distance in feet of the miss is measured:

1 = long right
2 = right
3 = short right
4 = short (before)
5 = short left
6 = left
7 = long left
8 = long (over)

At short range you may optionally use d4 to determine distance off target, but then use d8 for long range distance determination. If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

Lighting Oil: If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. A lantern should be handled similarly, but also allow it a 2' diameter flaming oil area.

Crossing Flaming Oil: Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly in flammable. Creatures with garments of cloth must save versus FIRE, NORMAL on the ITEM SAVING THROW MATRIX or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-4 hit points of damage per melee round.

Holy/Unholy Water: All forms of **undead**, as well as creatures from the lower planes (demons, devils, night hags, night mares, nycadaemons, etc.) are affected by HOLY WATER. Paladins, lammasu, shedu, ki-rin, and similar creatures of good (or from the upper planes) are affected by UNHOLY WATER. The liquid causes the affected creature to suffer a burning as if struck by acid. Undead in non-material form cannot be harmed by holy water, i.e. until a ghost takes on material form, it is unaffected, and a vampire in gaseous form cannot be harmed by holy water.

ATTACK MATRICES FOR MISSILE AND MELEE COMBAT, CLERICS AFFECTING UNDEAD

I. Attack Matrices for Dwarves, Elves, Gnomes, Half-Elves, Halflings, Half-Orcs, and Humans

A. Clerics and Druids
B. Fighters, Paladins, Rangers, Bards, and 0 Level Halflings and Humans
C. Magic-Users and Illusionists
D. 1. Thieves, Assassins, and Monks
2. Assassins' Table for Assassinations

II. Attack Matrix for Monsters

III. Matrix for Clerics Affecting Undead

Opponent Armor Class Description (If Armor is Worn)

Armor Class	Type of Armor
2	Plate mail + shield
3	Splint or banded mail + shield/plate mail
4	Chain mail + shield/splint or banded mail
5	Scale mail + shield/chain mail
6	Studded leather or ring mail + shield/scale mail
7	Leather or padded armor + shield/studded leather or ring mail
8	Leather or padded armor
9	Shield only
10	None

Armor class below 10 is not possible. Armor class above 2 is easily possible due to magical bonuses and dexterity bonuses. To determine a "to hit" number not on the charts, project upwards by 1's (5% increments), repeating 20 six times before continuing with 21 (cf. Matrix I.A.).

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I.A. ATTACK MATRIX FOR CLERICS AND DRUIDS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
-10	25	23	21	20	20	20	19
-9	24	22	20	20	20	19	18
-8	23	21	20	20	20	18	17
-7	22	20	20	20	19	17	16
-6	21	20	20	20	18	16	15
-5	20	20	20	19	17	15	14
-4	20	20	20	18	16	14	13
-3	20	20	19	17	15	13	12
-2	20	20	18	16	14	12	11
-1	20	19	17	15	13	11	10
0	20	18	16	14	12	10	9
1	19	17	15	13	11	9	8
2	18	16	14	12	10	8	7
3	17	15	13	11	9	7	6
4	16	14	12	10	8	6	5
5	15	13	11	9	7	5	4
6	14	12	10	8	6	4	3
7	13	11	9	7	5	3	2
8	12	10	8	6	4	2	1
9	11	9	7	5	3	1	0
10	10	8	6	4	2	0	-1

Missiles: -5 at **long** range, -2 at **medium** range.

I.B. ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+
-10	26	25	23	21	20	20	20	18	16	14
-9	25	24	22	20	20	20	19	17	15	13
-8	24	23	21	20	20	20	18	16	14	12
-7	23	22	20	20	20	19	17	15	13	11
-6	22	21	20	20	20	18	16	14	12	10
-5	21	20	20	20	19	17	15	13	11	9
-4	20	20	20	20	18	16	14	12	10	8
-3	20	20	20	19	17	15	13	11	9	7
-2	20	20	20	18	16	14	12	10	8	6
-1	20	20	19	17	15	13	11	9	7	5
0	20	20	18	16	14	12	10	8	6	4
1	20	19	17	15	13	11	9	7	5	3
2	19	18	16	14	12	10	8	6	4	2
3	18	17	15	13	11	9	7	5	3	1
4	17	16	14	12	10	8	6	4	2	0
5	16	15	13	11	9	7	5	3	1	-1
6	15	14	12	10	8	6	4	2	0	-2
7	14	13	11	9	7	5	3	1	-1	-3
8	13	12	10	8	6	4	2	0	-2	-4
9	12	11	9	7	5	3	1	-1	-3	-5
10	11	10	8	6	4	2	0	-2	-4	-6

Missiles: -5 at **long** range, -2 at **medium** range.

I.C. ATTACK MATRIX FOR MAGIC-USERS AND ILLUSIONISTS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker				
	1-5	6-10	11-15	16-20	21+
-10	26	24	21	20	20
-9	25	23	20	20	20
-8	24	22	20	20	19
-7	23	21	20	20	18
-6	22	20	20	19	17
-5	21	20	20	18	16
-4	20	20	20	17	15
-3	20	20	19	16	14
-2	20	20	18	15	13
-1	20	20	17	14	12
0	20	19	16	13	11
1	20	18	15	12	10
2	19	17	14	11	9
3	18	16	13	10	8
4	17	15	12	9	7
5	16	14	11	8	6
6	15	13	10	7	5
7	14	12	9	6	4
8	13	11	8	5	3
9	12	10	7	4	2
10	11	9	6	3	1

Missiles:* -5 at **long** range, -2 at **medium** range.
*Normal, **not** magical.

I.D.1. ATTACK MATRIX FOR THIEVES, ASSASSINS, AND MONKS

Opponent Armor Class	20-sided Die Score to Hit by Level of Attacker					
	1-4[a]	5-8[b]	9-12[c]	13-16[d]	17-20[d]	21+[d]
-10	26	24	21	20	20	20
-9	25	23	20	20	20	19
-8	24	22	20	20	20	18
-7	23	21	20	20	19	17
-6	22	20	20	20	18	16
-5	21	20	20	19	17	15
-4	20	20	20	18	16	14
-3	20	20	19	17	15	13
-2	20	20	18	16	14	12
-1	20	20	17	15	13	11
0	20	19	16	14	12	10
1	20	18	15	13	11	9
2	19	17	14	12	10	8
3	18	16	13	11	9	7
4	17	15	12	10	8	6
5	16	14	11	9	7	5
6	15	13	10	8	6	4
7	14	12	9	7	5	3
8	13	11	8	6	4	2
9	12	10	7	5	3	1
10	11	9	6	4	2	0

Missiles: -5 at **long** range, -2 at **medium** range.

[a] Thieves and assassins double damage from a surprise **back stab.**
[b] Thieves and assassins triple damage from a surprise **back stab.**
[c] Thieves and assassins quadruple damage from a surprise **back stab.**
[d] Thieves and assassins quintuple damage from a surprise **back stab.**

I.D.2. ASSASSINS' TABLE FOR ASSASSINATIONS*

Level of the Assassin	Level of the Intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	---	---	---	---
2	55%	50%	40%	30%	15%	2%	---	---	---	---
3	60%	55%	45%	35%	20%	5%	---	---	---	---
4	65%	60%	50%	40%	25%	10%	1%	---	---	---
5	70%	65%	55%	45%	30%	15%	5%	---	---	---
6	75%	70%	60%	50%	35%	20%	10%	1%	---	---
7	80%	75%	65%	55%	40%	25%	15%	5%	---	---
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	---
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	---
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%

The percentage shown is that for success under near optimum conditions. You may adjust slightly upwards for perfect conditions (absolute trust, asleep and unguarded, very drunk and unguarded, etc.). Similarly, you must deduct points if the intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or in behalf of a player character a complete plan of how the deed is to be done should be prepared by the player involved, and the precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

*Or attacks on helpless opponents by any character class (see **COMBAT** section).

II. ATTACK MATRIX FOR MONSTERS (Including Goblins, Hobgoblins, Kobolds, and Orcs)

Opponent Armor Class	20-sided Die Score to Hit by Monster's Hit Dice Number											
	up to 1-1	1-1	1	1+	2-3+	4-5+	6-7+	8-9+	10-11+	12-13+	14-15+	16+
-10	26	25	24	23	21	20	20	20	20	19	18	17
-9	25	24	23	22	20	20	20	20	19	18	17	16
-8	24	23	22	21	20	20	20	20	18	17	16	15
-7	23	22	21	20	20	20	20	19	17	16	15	14
-6	22	21	20	20	20	20	19	18	16	15	14	13
-5	21	20	20	20	20	20	18	17	15	14	13	12
-4	20	20	20	20	20	19	17	16	14	13	12	11
-3	20	20	20	20	19	18	16	15	13	12	11	10
-2	20	20	20	20	18	17	15	14	12	11	10	9
-1	20	20	20	19	17	16	14	13	11	10	9	8
0	20	20	19	18	16	15	13	12	10	9	8	7
1	20	19	18	17	15	14	12	11	9	8	7	6
2	19	18	17	16	14	13	11	10	8	7	6	5
3	18	17	16	15	13	12	10	9	7	6	5	4
4	17	16	15	14	12	11	9	8	6	5	4	3
5	16	15	14	13	11	10	8	7	5	4	3	2
6	15	14	13	12	10	9	7	6	4	3	2	1
7	14	13	12	11	9	8	6	5	3	2	1	0
8	13	12	11	10	8	7	5	4	2	1	0	-1
9	12	11	10	9	7	6	4	3	1	0	-1	-2
10	11	10	9	8	6	5	3	2	0	-1	-2	-3

Note: Any plus above +3 equals another hit die, i.e. 6+6 equals 7 hit dice.
Missiles: -5 at **long** range, -2 at **medium** range.

SAVING THROW MATRICES

I. Saving Throw Matrix for Characters and Human Types

II. Saving Throw Matrix for Monsters

I. SAVING THROW MATRIX FOR CHARACTERS AND HUMAN TYPES

Character Class and Experience Level		Attack to be Saved Against: Poison or Death Magic	Petrifaction or Polymorph*	Rod, Staff or Wand	Breath Weapon**	Spell***
Clerics[a]	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7
Fighters[b]	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	6	4	7
	17+	3	4	5	4	6
Magic-Users[c]	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Thieves[d]	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

* Excluding **polymorph wand** attacks.

** Excluding those which cause petrifaction or polymorph.

*** Excluding those for which another saving throw type is specified, such as death, petrifaction, polymorph, etc.

[a] Includes Druids.

[b] Includes Paladins, Rangers, and 0 level types.

[c] Includes Illusionists.

[d] Includes Assassins and Monks.

N.B.: A roll of 1 is **always** failure, regardless of magical protections, spells, or any other reasons which indicate to the contrary.

Multi-class characters, characters with two classes, and bards check the matrix for each class possessed, and use the **most favorable** result for the type of attack being defended against.

II. SAVING THROW MATRIX FOR MONSTERS

A. **All monsters use the matrix for characters.**

B. Hit dice equate to Experience Level, with any plus in hit points moving the creature upwards by one hit die, so 1+1 becomes 2, 2+1 becomes 3, etc. (**Exception:** See D. below.)

C. Most monsters save as fighters, except:
1. Those with abilities of other character classes gain the benefit of the most favorable saving throw score, i.e. be it cleric or magic-user or thief.
2. Those with no real offensive fighting capabilities save according to their area of ability — cleric, magic-user, thief, etc.

D. Non-intelligent creatures save at an Experience Level equal to one-half their hit dice, rounded upwards, except with regard to **poison or death magic.**

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III. MATRIX FOR CLERICS AFFECTING UNDEAD *ETAL.*

Type of Undead	Level of Cleric Attempting to Turn 1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	T	T	D	D	D*	D*	D*
Zombie	13	10	7	T	T	D	D	D	D*	D*
Ghoul	16	13	10	4	T	T	D	D	D	D*
Shadow	19	16	13	7	4	T	T	D	D	D*
Wight	20	19	16	10	7	4	T	T	D	D
Ghast	--	20	19	13	10	7	4	T	T	D
Wraith	--	--	20	16	13	10	7	4	T	D
Mummy[a]	--	--	--	20	16	13	10	7	4	T
Spectre[b]	--	--	--	--	20	16	13	10	7	T
Vampire[c]	--	--	--	--	--	20	16	13	10	4
Ghost[d]	--	--	--	--	--	--	20	16	13	7
Lich[e]	--	--	--	--	--	--	--	19	16	10
Special[**,f]	--	--	--	--	--	--	--	20	19	13

* Number affected is 7-12 rather than 1-12.

** Evil creatures from lower planes such as **barghests**, minor demons, lesser devils, **mezzodaemons**, night hags, from 1-2 in number. (As a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.)

[a] A paladin of 1st or 2nd level can be turned by an **evil** cleric.

[b] A paladin of 3rd or 4th level can be turned by an **evil** cleric.

[c] A paladin of 5th or 6th level can be turned by an **evil** cleric.

[d] A paladin of 7th or 8th level can be turned by an **evil** cleric.

[e] A paladin of 9th or 10th level can be turned by an **evil** cleric.

[f] A paladin of 11th or higher level can be turned by an **evil** cleric.

Procedure: A d20 is rolled, and if the **number** shown is matched or exceeded by the die roll the undead are turned. From 1-12 (or 7-12 or 1-2) undead (or evil creatures from lower planes) are affected:

1. **Evil clerics** cause the creatures to take neutral or friendly attitude according to a reaction dice score. Neutral undead will ignore the cleric and his or her party; friendly ones will follow the cleric and join the adventure.

2. **Good clerics** cause the creature to move directly away from his or her person, and stay as far away as possible for not less than 3 nor more than 12 rounds, moving at full speed for the duration if at all possible. The turned undead will be able to come back again, but they are subject to further turning by the cleric.

Failure to score the number shown, or greater, means the turning was unsuccessful. No further attempt by the cleric can be made with respect to the particular undead, and they may proceed to attack or otherwise operate unconstrained.

T: This symbol indicates automatic turning — whether to influence by an evil cleric or actual driving away by a good cleric.

D: This symbol indicates the cleric has automatically brought the undead into friendly status (evil cleric) or destroyed or damned them (good cleric).

-: No effect upon the undead is possible where a dash is shown.

III. Saving Throw Matrix for Magical and Non-Magical Items

III. SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS

Item Description	1 acid	2 crbl low	3 norbl low	4 dis	5 fall	6 fire b	7 fire	8 mag fire	9 nor fire	10 fros t	11 light ng	12 elec
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1[a]	11	1
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror***	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1

* Potions, magical oils, poisons, acids while container remains intact.

** Includes pearls of any sort.

*** Silvered glass. Treat silver mirror as "Metal, soft," steel as "Metal, hard."

[a] If exposed to extreme cold then struck against a very hard surface with force, saving throw is -10 on die!

Magical Items: Gain +2 on all rolls plus +1 for each plus they have above +1, i.e. +1 = +2 on saving throw, +2 = +3 on saving throw. Furthermore, the magic item gains +5 on saving throws against attack forms in its own mode, i.e. blow vs. shield, **fire ball** vs. **ring of fire resistance** or **fire ball wand.**

Non-Magical Items: Those items which do not exactly conform to item descriptions above can be interpolated. It is assumed that the item in question is actually exposed to the form of attack, i.e. the blow falls on the item, the fall is such as to not cushion the item, the fire actually contacts the item, etc. As with magical items, non-magical items gain +5 versus attacks in their own mode.

Attack Forms

1. Acid
2. Blow, Crushing
3. Blow, Normal
4. Disintegration
5. Fall
6. Fireball (or breath)
7. Fire, Magical
8. Fire, Normal (oil)
9. Frost, Magical
10. Lightning Bolt
11. Electrical Discharge/Current

1. **Acid:** This assumes a considerable volume of strong acid (black dragon or giant slug spittle) or immersion for a period which would affect the item.
2. **Blow, Crushing:** This assumes that the item is struck by a weighty falling object or a blow from an ogre's or giant's weapon, for example. Another example would be a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface or dropped from a height. A piece of cloth can be ripped or torn by a crushing blow.
3. **Blow, Normal:** This assumes an attack by a normal-strength opponent or only fairly heavy object which strikes the object. This also applies to a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a tough, but slightly yielding, surface.
4. **Disintegration:** This is the magical effect.
5. **Fall:** This assumes the item falls about 5' and comes into contact with a hard (stone-like) surface. A softer surface (wood-like) gives a +1 on the saving throw, and a fleshy-soft surface gives +5. For each 5' over the first 5' the item falls, subtract -1 from the die roll to save.
6. **Fireball:** This is the magical **fireball, meteor swarm,** (red) dragon breath, etc.
7. **Fire, Magical:** This is the magical **wall of fire, fire storm, flame strike,** etc.
8. **Fire, Normal:** This assumes a hot fire such as produced by a blazing wood fire, flaming oil, and the like. The item in question would have to be exposed to the fire for an amount of time sufficient to have an effect, i.e. paper or parchment for but 1 melee round, cloth for 2, bone or ivory for 3, etc.
9. **Frost, Magical:** This is the magical frost or cold such as a white dragon breathes or spells such as **cone of cold** or **ice storm.**
10. **Lightning Bolt:** This is magical attack from lightning called from the sky, blue dragon breath, etc.
11. **Electrical Discharge/Current:** The "shock" of an electric eel, magical items, traps, etc.

CREATURES STRUCK ONLY BY MAGIC WEAPONS

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as follows:

Defender Is Hit By Weapon	Attacker Must Have The Following: Hit Only By	OR	Hit Dice Of*
+1 or better	+1 or better		4 + 1 or more
+2 or better	+2 or better		6 + 2 or more
+3 or better	+3 or better		8 + 3 or more
+4 or better	+4 or better		10 + 4 or more

***This does not apply to characters of any sort.**

This provides for magical properties and size of the attacking monster. Thus, massive hill giants can effectively attack most creatures, and all other types of giants can affect everything save a few gods.

A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

Last time we announced the publication of the *Fiend Folio,* and things are still going according to plan (though I haven't yet heard from Mary Patterson, William Maddox and Simon Tilbrook – would anyone who knows them please draw their attention to the request?). It may have occured to you that purchasing the *Fiend Folio* will simply give you, in one volume, what the *Factory* has done in several issues. Well, let me reassure you. The *Folio* will contain some monsters you have already seen in the *Factory,* but in an expanded format to line up with the *Monster Manual,* and these entries will be very much in the minority – the vast majority will be new creatures – over 150 of them! Of course it would be easy for me to fill the pages of the *Factory,* prior to publication of the *Folio,* with *'Folio monsters',* but I have manfully resisted this temptation and can say that all *Factory* entries from now on will not be appearing in the *Folio* (since we had to draw a deadline somewhere), though there may be the odd exception. *Factory* monsters from now on will have missed the *Folio* deadline and that will be the only reason they are not in the *Folio*. It does mean that the *Factory* can still continue to produce the goods without compromising the *Folio,* or vice versa. Who knows – we may in time produce another volume . . .

DOOMBAT

by Julian Lawrence

No. appearing:	**3D6**
Armour class:	**4**
Movement:	**18" flying**
Hit Dice:	**6D8+3**
Treasure:	**nil**
Attack:	**bite for 1D6, tail for 1D4 plus special**
Alignment:	**Neutral evil**
Intelligence:	**low**
Monstermark:	**120 (level VI in 12 levels).**

The Doombat is a species of Undead Bat found in dismal caverns where it seeks to kill all living things. It attacks by biting for 1D6 damage and lashing with its barbed tail for 1D4 damage; the tail lash also has the effect of a Ghoul's touch on a victim.

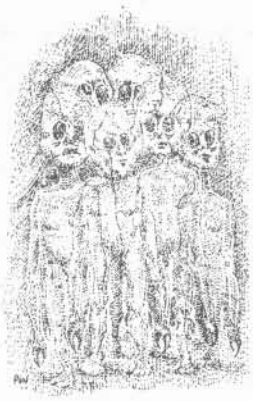
The Doombat can be turned as a Wight on the Cleric/Undead table. It is dark grey in colour and may not be easily seen in conditions of dim light.

Comments: No self-respecting Vampire would be without a protective gang of these things! I assume the beast has the normal resistance of Undead to spells affecting the mind. The high hit dice value is rather surprising and has a great deal to do with the high Monstermark; I would have thought 2D8 more realistic – perhaps this is a particularly powerful specimen?

TERITHRAN

by Ronald Hall

No. appearing:	**1**
Armour class:	**3 (6 on the ethereal plane)**
Movement:	**15" (18" on the ethereal plane)**
Hit Dice:	**5D8**
Treasure:	**various 'dispelled' magical items, mostly useless.**
Attack:	**two claws 2-5 each plus special.**
Alignment:	**Neutral**
Intelligence:	**low average**
Monstermark:	**189 (level VII in 12 levels).**



The Terithran is a creature of the ethereal plane. In the material plane it has a faint, shadowy appearance (though not so faint as a non-corporeal monster) with a short (4' tall) humanoid body, long sinewy arms and a large mis-shapen head. In normal melee it attacks with two 2-5 claws, but it will try to avoid this type of fighting as much as possible, relying on its unique magical properties.

The Terithran has come to dislike the swirls, eddies and warps which the use of large amounts of magic on the material plane causes on the ethereal plane, its homeland. If it notices such disturbances, it will materialise in the area of the magic-user responsible (1-10' away from him) and attempt to drain his power and take him back to the ethereal plane for punishment. It will *only* appear when magic is being used, and then only if the magic is powerful (two successive uses of a magical artifact such as a Wand of Cold would qualify, for instance). It is 50% magic resistant and has a number of magical powers.

While on the material plane the Terithran's spell use is limited to six uses per day except for *detect magic* which can be used any number of times. The powers it can use, *detect magic* apart, are:

Stunning blast:	a charge of ethereal waves with the effect of *power word stun* on all creatures within a 10' radius; saving roll versus *magic* negates the effect.
Drain Power:	this spell removes all magical ability from a magic-user until an appropriate regenerative time has passed. Treat as though the magic-user had used up all his spells. Save versus *breath* negates the effect.
Cause Serious Wounds:	as the Clerical spell, activated by touch (normal attack required but no saving roll).
Transportation:	this permits the Terithran to transport itself and one other person (the offending mage) back to the ether. The victim must first be grasped (treat as a normal hit with two claws) but there is no saving roll.

While in an encounter, therefore, the Terithran will have as its prime objective the grasping of the victim magic-user and his transportation back to the ether; it will thus retain one spell use for *transportation* (either with a victim or, if it fails to grasp and the melee is going against it, alone in escape). However it may have to use other powers (up to a maximum of five, saving the sixth for *transportation*) to defend itself, to get to its intended victim and so forth.

Note that the touch of the Terithran does not automatically *cause*

serious wounds — it only does so if the beast has decided to use that spell power.

If the creature is encountered on the ethereal plane its claws do 2-9 points of damage, and the *stunning blast* does 2-7D8 damage.

On the material plane the Terithran can only be hit by silver or magical weapons.

Comments: This is one of those creatures which is simpler to run than its description would have us believe — the objectives of the beast are clear enough and its behaviour should be simple to control 'on the spot'. However, I think we need a clearer indication of the amount of magic-use which would attract it in the first place — a single spell would not do the trick, I wouldn't have thought, unless it was 8th or 9th level, and I would suggest DMs only activate the beast when prolonged use of magic has taken place — say when 16 spell levels have been used in quick succession or something on those lines. DMs also need to work out what effect the creature has on artifacts.

This is a very original idea. It isn't a particularly vicious beast and it will be rather rare, but it is a natural enemy of magic-users and perhaps a better way of introducing some risk into magic-use than 'klutz factors' and other similar devices (which don't appear to be particularly satisfactory, if for no other reason than that there are so many different systems, none of which are included in the *TSR* rules). An excellent contribution.

IMPS

by M. Stollery

General characteristics:

No. appearing:	**1D8**
Movement:	**12" (24" flying).**
Treasure:	**2D6 PP each.**
Alignment:	**Chaotic evil or lawful evil**
Intelligence:	**standard**

These additional members of the Imp class (see the *Monster Manual* and *Dungeoneer*) are either Chaotic Evil or Lawful Evil, depending on whether they serve Demons or Devils. They are all about 5' tall with functional wings and fangs.

FIRE IMPS

Hit Dice:	**3D8+1**
Armour class:	**5**
Attack:	**two claws 1-3 each plus special.**

These mischievous creatures attack with their claws and a breath weapon. The latter is either a jet of flame 15' long and 1' in diameter (2-9 points of damage to a victim who fails his saving roll, damage halved if he does save) or a flame 'blanket' 5' square directly in front of the Imp (4 points damage to all victims, no saving roll). Touching these Imps with bare flesh will cause 1 point of damage.

They can *heat metal* and use *magic missile* (2 missiles) once per day and have a 25% chance of gating in another Imp of the Flame (equal probability each type) — one attempt per hour.

They are red in colour and their bodies are surrounded with wisps of flame.

SMOKE IMPS

Hit Dice:	**3D8**
Armour class:	**4**
Attack:	**two claws 1-2 each plus special.**

Like the Fire Imps, these creatures attack with their claws and a breath weapon, the latter being the discharge of a sooty ball of smoke which does 1D4 damage to a victim (no saving roll — automatic hit on a single victim within 20') and blinds him for 1-2 melee rounds.

They are black in colour and have smoke oozing from their bodies. They inhabit smoky areas and never emerge into bright light if possible.

The Smoke Imp can gate in 1-2 Imps of the Flame (equal probability each type) — one attempt per hour which has a 20% chance of success. Once per day they can use *invisibility* and *dancing lights.*

When a Smoke Imp dies, it coughs up 1 hit point of flame damage to everyone within 10' (no saving roll).

STEAM IMPS

Hit Dice:	**3D8+3**
Armour class:	**7**
Attack:	**two claws 1-4 each plus special.**

These Imps are grey in colour and constantly drip hot water, leaving a trail of water behind them as they move. In addition to attacking with their claws, the Steam Imps can direct a jet of scalding water at a single victim within 20' (1-3 points of damage — no saving roll — and a 50% chance of stunning the victim for one melee round). Touching a Steam Imp with bare flesh delivers 1 hit point of damage and a 50% chance of stunning for one round.

Once per day the Steam Imp can perform a *rainstorm* of boiling water — treat as *ice storm* with 2-12 damage for all victims (no saving roll). Once per hour they may *contaminate water* (as the first level Druid spell).

Once per hour they may attempt to gate in 1-2 Imps of the Flame (equal probability each type) with a 30% chance of success.

MOLTEN IMPS

Hit Dice:	**3D8**
Armour Class:	**6**
Attack:	**two claws for 1 point of damage each plus special.**

These Imps appear red-hot and constantly ooze molten lava. Anyone touching them with bare flesh receives 1-8 damage.

They can claw and use a breath weapon, the latter consisting of a molten blob of lava, automatically hitting a single target within 10' for 1-6 points damage (no saving roll). If the encounter takes place in a volcanic region where molten lava is available, these Imps can regenerate 2 hit points per round simply by keeping in contact with the lava (although this power ceases if they are killed).

Once per hour they may attempt to gate in 1-2 Imps of the Flame (equal probability each type) with a 25% chance of success. Their touch automatically dissolves materials (as Green Slime) and they may *shapechange* into a pool of lava.

Comments: A welcome addition to the ranks of a very useful class of monster. A DM will have to give careful thought to interaction between the Imps if two or more different types appear in the same encounter (as a result of gating, for instance) — the STEAM and MOLTEN variety, for instance, may not be entirely compatible.

I have not worked out all the Monstermarks, but would place all these creatures in levels I-IV in 12 levels.

SHADOW DEMON

by Neville White

No. appearing:	**1**
Armour class:	**9,5 or 1 (see below)**
Movement:	**12" (but see below)**
Hit Dice:	**7D8+3**
Treasure:	**nil**
Attack:	**1 bite 1D8 and 2 claws 1D6 each**
Alignment:	**Neutral evil**
Intelligence:	**very high (15-18)**
Monstermark:	**I would suggest an average value of 490 (level X in 12 levels).**

This foul creature of darkness is the essence of a Demon imprisoned in the form of a Shadow. As a result of this, it is more powerful in darkness and more vulnerable in conditions of bright light. Thus its characteristics vary according to the ambient illumination:

In *daylight* or its equivalent the Demon is AC9 and sustains double damage from all attacks.

In *torchlight* it is AC5 and suffers normal damage from attacks. It attacks at +1 hit probability in these conditions.

In *darkness* or near-darkness it is AC1, attacks at +2 hit probability and suffers half damage from attacks.

The Shadow Demon is immune to *fire, cold* and *lightning* but if a *light* spell is cast at it, the Shadow Demon is affected as if by a *fireball* (so a light spell from a 5th level magic-user would do 5D6 damage on it, whatever the normal illumination conditions).

Its wings are too small to give it full flying abilities, but in its initial attack it can use the wings to boost a leap up to 30' in length, following which it will attack with four 1D6 claws (though not with its bite). One round in ten it can half-fly at 18" movement rate (it will usually use this maneouvre to try to escape if necessary).

Once per day the Shadow Demon can cast *darkness 10' radius* and can use *fear* over a 30' radius. Once per week it may execute a magic jar attack on a victim, but if the victim saves the Shadow Demon is stunned for 1-3 rounds.

Comments: This would be rated quite a weak Demon in comparison with some of the others, but it exhibits surprising and disturbing qualities all the same. Not an easy creature to run unless the DM insists on keeping track of all sources of light (see Lew Pulsipher's excellent suggestions in *White Dwarf 12,* page 11).

For a change, we will look at some very high-level beasts next time — not because I think we are short of them but because a designer's inventiveness should not be ignored just because he happens to produce a monster with limited deployability.

Next Issue:

- **Lair of the White Wyrm — a complete Runequest mini-scenario**
- **White Dwarf Interview — Gary Gygax**
- **Expanding Universe — Part II**
- **Fiend Factory — more monsters**
- **Treasure Chest — special rooms**

EXPANDING UNIVERSE by Andy Slack

ADDITIONS TO TRAVELLER RULES: PART 1

SKILLS AND THEIR USE

General Use of Skills

Normally, for combat, 8+ on 2D6 must be rolled to succeed, with a positive Die Modifier (DM) equal to expertise level in the relevant skill. Thus a throw of 6 plus expertise level 2 gives 8 – a success. For consistency, it would be best to adopt this system throughout, as the existing rules produce a great variety of DM's in other skills.

Parrying can be introduced into blade combat; the defending player simply subtracts his expertise level from his opponent's attack roll.

Similarly, if for any reason another character has booby-trapped or jinxed an item, the dice are rolled, the expertise level (hereafter denoted by EL) of the operator is added and the EL of the jinxer is subtracted; a score of 8+ after all other modifiers have been taken into account, means the device will operate correctly.

Persons Without Relevant Expertise

A person attempting something he has no skill in is subject to a DM of –3, additionally he may well use the wrong tools or technique. So the player rolls 3D6: if the result is less than or equal to his personal Intelligence, then he has guessed the correct tool or technique to use. If the result is greater, he has picked the wrong way to do it, and is subject to a further DM of –2, making –5 in all. (Referees may prefer to use Education, not intelligence, or two dice instead of three.) Either way he adds to this his EL (if any) in Jack-of-Trades, as a positive DM.

This makes J-O-T expertise very valuable, especially if a player should reach a high level. So the J-O-T skill should be considered to be an inborn ability, as I believe it was intended. Thus it cannot be learnt after leaving the Services, or increased by most normal means.

Effects of Culture Shock

All player-characters are supposed to have expertise ½ in all weapons. This has its drawbacks though. The hero is, shall we say, an Army veteran. All his life he has been using rifles, etc. But stick him on a low tech level planet and he instinctively knows how to use a *kontos*. Players should be larger than life; but not to such an extent.

Players should have expertise ½ in all devices that are *common* on their home planet (except exotic ones like Starships, fusion power plants etc.). Each character is assigned his home planet; its tech level is the one he is familiar with. It must be noted on his character sheet. The numerical difference between the character's tech level and the tech level of any device he is attempting to use we call D. There are two basic possibilities: the character has been trained in something similar (or at least has heard of the thing) or he hasn't. If he has, he is subject to a negative DM equal in size to D/EL. Example: The character has rifle 4, and is given a thermonuclear *phase-interlocked* grunge rifle produced on a world two tech levels higher than his home planet. His DM on the to-hit roll would be –½, and is, therefore, ignored. (If the grunge rifle had been 8 tech levels higher, the DM would have been –2.) If he hasn't then we must find out if he looks at it and thinks, "Hmm, that looks trigger shaped. I'll pull that bit." If the device is of a higher tech level than the would-be operator, the personal characteristic used is intelligence; if the tech level is equal to or lower than the operator's, he uses his education. He rolls 3D6 and adds D. If the result is less than or equal to the characteristic used he has figured it out. (Or he will figure it out – only the referee knows how long it will take. Additional DM's are needed if the object is totally alien, e.g. produced by animate 12' cockroach-eating plants on the Galactic rim.)

The Invention and Design of Devices.

The total number of appropriate expertise levels of those present in the research group must equal twice the tech level of the proposed device, as set by the referee for any chance of success. The referee must work out how long it will take them, and whether additional expertise over and above that required will help or hinder the effort.

To succeed, the group must roll its average intelligence or less on 3D6. Computer Aided Design can save a lot of wasted effort, so subtract from the roll the sum of the model numbers of the computers used, divided by the number of people involved – effectively raising the average intelligence.

Repair and Maintenance of Devices.

This aspect of skill use is similar to *Invention and Design (Culture Shock* is particularly relevant) and one expertise level is required in the repair crew per tech level of the device, e.g. Level 5 device needs one man of EL5, or two of EL2 and one of EL1, and so on.

Implied Skills.

(This section was brought in because at one stage in our campaign we had a player of Engineering-4 who couldn't change the wheel on his car – no mechanical skill. But for 16 years this man has been sticking melted starships back together with sellotape. This aspect is still under scrutiny, but Pilot, Engineering and Weapon skills have been tackled.)

A pilot has an implied skill in ship's boat equal to half his pilot expertise level. Thus a man learning pilot-2 would have ship's boat 1. (The culture shock rule should also apply.) A man wishing to learn pilot skills has to first learn ship's boat to level 2. Only then can he become a pilot. (This only applies on leaving the services of course, or nobody could learn pilot *and* something else.) With regard to engineering skills, Engineer-1 also has implied skills of Electrical-1 and a Mechanical-1.

In the matter of weapons, the Umpire must use more discretions: but if a person with Revolver-4 didn't know where the trigger was on an automatic pistol, it would be nonsensical. He might not know any gun maintenance – though I suspect he could make a very good guess – but the firing technique isn't that different. And, as was forcibly pointed out to me during one adventure, a character with both rifle and submachinegun skills ought to have vague ideas about the use of automatic rifles.

Learning by Experience

Each time the character successfully uses a skill in a crisis (lasering a computer training simulation apart doesn't prove much, I think), he gains experience points equal in number to his intelligence. One thousand of these can be traded in for another expertise level. Whether to keep separate e.p. records for each skill; sum all e.p.; or – my preference – split them into weapon e.p. and non-weapon e.p., is left to the referee.

Should the character do something he has no skill in, he also gets one e.p. per intelligence point, but this should be recorded separately. Since it is a much harder way to make a living, only 100 of these e.p. are required to learn a new skill to expertise level one.

It is up to the referee whether the player should be allowed to allocate his new expertise level or skill himself, or whether it should be determined randomly: players will doubtless prefer the former method.

Some check must be kept on how many skills a player can have, though: so add the player's intelligence to his education and take that as the maximum number of skills (not experience levels) he can have.

Language

An amusing way to use education is in languages. A character speaks his native language with fluency 5. For each point of education over 5, the player gains another fluency level, to use as he pleases. Thus he may hold it in reserve or learn another tongue. The more fluency levels devoted to a language, the better it will be spoken. Level 5 is only just distinguishable from a native. Level 1 is suitable for "Help!", "Me hungry", and so on. Fluency level can be used as a DM on a roll to understand jargon or whispers, or when attempting to communicate something unusual – in which case a very low roll might be insulting to the listener!

If languages are used, it is advisable to have some patois which is vaguely understood by all spacemen and starport officials so that players can speak to someone. (According to our dice, many patrons are Serbo-Croatian, and how many players pick that to learn?) This also gives more point to education, which didn't seem much use originally.

Skill in Tactics

Tactical skill is difficult to simulate. In fairly large combats, use simulatneous movement to brief written orders, then Tactics expertise can be used in two ways: first, the Tactician can "guess" the position (translation: he is told by the referee) of hidden forces on the other side; in which case if he muffs the die roll, the referee tells him a false position – so he shouldn't know what he threw on the dice for this, or he'd know he was being lied to and take no notice – and second, the Tactician can write his orders, or just move, after seeing what the other side has done that turn. In either case he must throw 8+ to succeed, with DMs of plus his expertise and minus the opponent's tactical expertise. Military personnel should, I think, all have fractional tactics, especially if commissioned.

Leader Skills

Leader skill is even worse. However, one may find some use for it, as follows: It influences the behaviour of the Leader's minions. If told to do something dangerous, or bribed, or tortured, or not paid for a long time, etc., the minion must roll his Loyalty score or less to obey orders or not betray his boss, as appropriate. His boss may subtract his Leader expertise from the die roll. (Loyalty will be covered next issue).

Leaders will be eligible for experience points for Leader skill in the following situations:

On obtaining a commission for his group.
On successful completion of a mission.
Each time his DM for expertise on a Loyalty Check as detailed above is both necessary and successful.

Military officers should have fractional Leader skill.

POISONS AND CHEMICAL WARFARE

Saving Throws

The basic saving throw is successfully achieved by rolling endurance or less on 3D6. This must be done three times. Those failing to save at all take the Tertiary effect of the poison or agent, those saving once take the Secondary effect. Those saving twice take the primary effect and anyone saving three times in a row has completely avoided any effects of the poison.

Saving Throw Modifications

Persons in vacc suits are immune to all gaseous poisons; persons in filter masks or respirators gain a DM of –3 to their saving throws against gaseous agents. First aid has the effect of an additional DM to each saving throw of plus or minus the attendant medical expertise, depending on the Medic's feelings about the person he is treating. If several medics are involved, sum their expertise levels to get the DM. Assorted wide- or narrow-spectrum immunisations and antidotes of varying DM may be made available by the referee.

Masking when under Gas Attack

To successfully mask himself the individual must throw his dexterity or less on 3D6*.

Poisons and Agents

In general, a poison will have previously been rated by the referee in the following:

Dosage: This is a relatively simple matter; it is suggested that dosages range from 1-15, where they can usually be determined by a roll of 3D6–3.

Effects: All three effects of a poison – that is, primary, secondary, and tertiary – must be specified. The referee should draw up a random determination chart or specify all his poisons before commencing play. Possible effects are:

Death	Euphoria	Insanity	Paralysis
Stimulant	Sedative	Hallucinations	Corrosion
Confusion	Tranquiliser	Convulsions	Twitching
Nausea	Choking	Fever	Blistering
Acute pain	Weeping	Blindness	Irritation

Alternative effects are to add or subtract from strength, dexterity, endurance, or intelligence, either permanently or temporarily. Death should always be a Tertiary effect. Stinging animals will generally use some poison that leaves their victims amenable to digestion, such as a sedative or paralysing agent. Persons with expertise in untested skills such as chemist or biochemist might be allowed to design their own agents for chemical warfare.

Speed of Action: This is given by a simple formula and the characteristic of the poison. The formula is:

$$Time = \frac{Factor \times Target\ Mass \times Target\ Endurance}{Dosage \times Attacker's\ Mass}$$

Where *Time* is the time until the effects of the poison are felt; *Dosage* is as detailed above; *Target Mass* is the victim's mass in kilogrammes (about 70 for an average human male); *Attacker's Mass* is either the weight in kg of the munition delivering the chemical, or the mass in kg of the attacking animal, or the amount in kg of poison introduced into the victim by any other means; *Target Endurance* is either the player's endurance or the amount of damage required to stun an animal.

Factor is another item to be specified by the referee; normally roll percentile dice and call this the *Factor* in seconds. Then by working out the formula the referee can warn the adventurer when he first feels something is wrong. It is suggested that the player then has a while to get medical aid before being incapacitated. For example, the referee rolls the player's saves in secret and fails to save at all. Then after the period denoted by *Time* the referee will inform him that he is feeling the primary effect; after another period – not necessarily the same – he is told that he is feeling the secondary effect; and finally after a third period of time he is told he has suffered the Tertiary effect. The process should not be irreversible until the tertiary effect is felt. Until that point, help is still possible; if the victim is hospitalised or given medical aid by a medic called in, a fresh set of saves should be made against whatever effects remain to be felt.

Cumulative Poisons

If a person has, for example, been fed small quantities of a cumulative poison in his feed, or been repeatedly exposed to cumulative toxins, the *Dosage* is regarded as being equal to the sum of the individual *Dosages* the individual has previously received. The same process can be used with catalytic poisons, where one substance has no effect until a dose of a second chemical is administered, whereupon the product of the reaction between the two becomes poisonous.

Burst Radii of Chemical Munitions.

Anyone caught within the burst radius of a chemical munition is regarded as being affected by the agent; he must commence saving throws. If outside the burst radius, he is assumed to escape the effects of the chemical agent. Such agents seem to persist in the burst area for periods of several hours to several days before becoming harmless. Anyone passing through the area in that time must save or take the effects of the agent.

Munition	Launcher	Rough "Attacker's Mass"	Burst Radius* in Metres
Grenade	Rifle	1 kg	10
	Grenade Launcher		
	Hand		
"Shell"	Sandcaster	50 kg	35
Missile	Missile Rack	100 kg	50
Bomb	Missile Rack	1000 kg	100

*These burst radii are only a rough guide calculated from the burst radii for roughly similar amounts of TNT:

*The reason for using 3D6 in these throws is to allow for persons with characteristics over 12. If the referee feels this is too harsh, alternatives are to use two dice, or give a blanket DM of –3 to all saves, thus moving the range of the scores from (3-18) down to (0-15), which is a bit gentler or a blanket DM of –2, which means there is a slight chance of a 1 endurance surviving unharmed, and an equal chance of a 15 endurance being poisoned.

Generally, rain will clear an area more quickly, and the effects will persist longer in vegetated areas. The effects will also be more efficient in confined spaces. Decontaminants are normally available as they may be improvised from such materials as bleach; fire will almost always decontaminate. Military Chemical Warfare Officers can normally specify roughly the *Factor* and *Dosage* of their agents.

After the initial bombardment the agents will naturally tend to spread and thin out saves for each additional 'radius' the victim is away from the burst point. Also, persons outside the burst radius will almost certainly have time to mask themselves.

"Antique Equivalents" of Chemical Agents*

Information on these is surprisingly easy to find, and a trip to the library would well repay the effort. Here are brief details for several war gases:

Phosgene: A few hours after exposure, the lungs begin to fill with fluid, rendering breathing difficult; this leads eventually to death by anoxia.

Nerve Gases – Tabun, Sarin, Soman: These are very similar in effect. In only a few minutes, the victim develops influenza-like symptoms, accompanied by twitching and vomiting followed by confusion and drowsiness, convulsions, and death. The entire process seldom takes more than 15 minutes, and is normally considered irreversible without immediate first aid (injection of atropine tartrate, I am told) and subsequent hospitalisation. Even so, recovery is doubtful.

Hydrogen Cyanide: Persons affected by this have an increased respiration rate, and generally die within a few minutes at most.

Cyanogen Chloride: This takes several minutes to affect a person. The lungs and exposed skin become irritated; this is followed by a decrease in the respiratory rate and choking, then death.

Arsine: Taking up to several days to show its effects, arsine causes headaches and uneasiness, followed by chills and nausea; its victim does not normally die, but remains anaemic thereafter.

Mustard Gas: Several hours after inhalation/contact, the victim's eyes and skin become inflamed. Blisters and ulcers on exposed skin follow; then, finally, inflammation of the lungs, throat, and so on, which can prove fatal.

Nitrogen Mustards: A group of gases with similar effects; up to three or four days after exposure are required for the full effects to show. First the eyes and skin become inflamed, followed by the blisters characteristic of all mustard type gases, and irritation of the lungs, nose and throat. Then, as a result, loss of voice, followed by fever and severe diarrhoea.

Lewisite: A much improved(?) type of mustard gas that acts within a quarter of an hour, first producing blisters and ulcers, then blindness and irritation of the lungs, followed by death.

Vomiting Gases: A group (e.g. training and riot control gases) which, like tear gases, are not normally fatal but can be so in confined spaces. They take effect in a few minutes, irritating the eyes and nose; then a headache and symptoms of a cold appear, followed by acute chest pains, nausea, and vomiting.

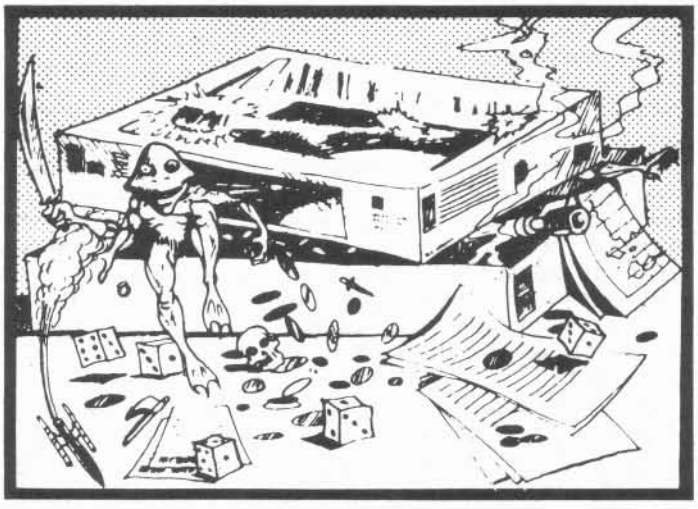
Tear Gases: There are several of these, all with similar symptoms. They take effect within half a minute normally, irritating the eyes and lungs and causing weeping. Continued exposure results in itching and an effect similar to sunburn on exposed flesh. Severe exposure will cause blisters and nausea.

*The details of this section may well be inaccurate as I have little or no chemical knowledge; however, I am fairly confident of their accuracy as they are derived from declassified (and hence out of date) U.S. Army chemical warfare manuals which, to my astonishment, I found on a second hand bookstall in London.

ACKNOWLEDGEMENT

I would like to thank the members, past and present, of *Reading University Wargames Association* for their help, suggestions, and above all patience with a referee who changed the rules they were playing under almost weekly.

OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel. The OVERALL figures on a 1–10 scale, rates the game itself taking all factors into consideration.

DUNGEON MODULES

TSR Hobbies Inc.

B1 (Introductory Module) In Search of the Unknown – £2.50
S1 (Special Module) Tomb of Horrors – £2.50

At the end of Module D3 (reviewed in *White Dwarf 11)* we were promised greater horrors in a forthcoming module Q1 – *Queen of the Demonweb Pits.* So far we are spared these horrors – presumably that module is still in development. However two new modules have appeared since then, and in some respects they are as different as chalk and cheese so must be dealt with individually.

Certain factors are common, however, to these modules and the previous G and D series – the excellent format, for instance, and the comprehensive way in which the scenario is introduced. *TSR's* high quality has not been in any way compromised, and in S1 it has even been improved upon.

To deal with S1 first, this is another 'tough' module, designed for at least 6 characters of 9th level or higher. The quest is to penetrate the crypt of a demi-Lich (though what is demi- about this creature of enormous powers, apart from the fact that only his skull remains, is arguable: the skull, in combination with the special arrangements which have been made to guard it, exhibits terrifying powers, and the 'rumour' which players will hear at the start, to the effect that this being possesses powers which make him well-nigh undefeatable, is well founded!). The adventurers presumably hope to gain riches from the quest, but there is more than an even chance that all they will gain is their deaths, for this module is sprinkled extensively with subtle, insidious and carefully-laid traps, and it will be a fortunate adventurer who manages to avoid them. (I'm not giving secrets away – the players get this information at the start).

One new feature is the inclusion of an illustration booklet containing 32 drawings showing various features of the Tomb, this can be used by the DM to show appropriate views to the players as they adventure, each illustration being keyed to a particular area in the Tomb. This should add a great deal to the atmosphere of the adventure, and the DM 'who really cares' will colour the illustrations with felt pens to heighten the effect.

Another additional feature is a character roster for use with the Tomb in the event that players do not wish to take their 'own' characters in (perhaps because they haven't got characters of the required experience levels); this lists 20 characters (with race, class, experience level, characteristics and special items) from which the party can be selected, and there are a number of hints which the DM will find useful, particularly if there are few players in his group.

As for the module itself – it is very hard and will be hard for the DM to learn in advance, though this is an essential prerequisite of running it properly for it is much more subtle than the G or D modules. Information which can be given to the players beforehand is at the discretion of the DM, but I would recommend DMs to give out most of the information otherwise players will not get an adequate warning of what lies in store for them. Not that the difficulty is in any way related to problems in the text – once you have read it two or three times carefully, you should find no information is lacking, though there is a great deal to remember if you don't want to slow down play because of constant references to the text. This module was originally used for the official *D&D* tournament at *Origins I* and has been revised and up-dated to conform to *Advanced D&D*.

B1 is designed for the other end of the experience spectrum and is included in the new Introductory Boxed Set. It is designed for use with *Basic D&D*, though 'conversion' to *Advanced D&D* is a simple task.

There are a few differences between this module and S1, the G series and the D series. First, there is an extensive section, aimed at players and DM alike, covering hints on play – a sort of code of practice. This is neither patronising nor pompous, and newcomers to the game will find it a great help. Then there is a character roster on the lines of that in S1, with 48 potential characters, all of the first experience level, from which players should select one each if they do not wish to roll their own characters. There is a section showing the availability of non-player characters – henchmen and hirelings – together with their personalities (DM only!) and their character classes. For the players at any rate, everything is done for them (if that is the approach they wish) and if they only have a peripheral knowledge of the rules concerning character generation and so on, this could be of help.

The DM does have to do some preparatory work, in addition to getting to know the setting – the dungeon is not fully keyed, and the DM must prepare his monsters and treasure for each location beforehand, using monster and treasure lists which are provided. I was very pleased to see *TSR* avoiding the temptation to advise the DM to choose monsters and treasure at random from the lists – instead the DM is advised to make his selections with care and with regard to the setting; he is encouraged to be creative, and furthermore to create within the context – after all, there is enough background information to make the setting 'live' in the mind of the DM who studies it carefully before making up his mind.

So here we have something which is a valuable aid to beginners, and even the experienced player or DM will have something to learn from it.

The dungeon has two levels of which each feature is keyed in the normal way to the explanatory text. The fact that the lower level is hardly 'designed' at all may be regarded by some as an expedient way of increasing volume without increasing labour, but this is probably unfair for surely the newcomer should not be encouraged to develop 'complete' settings without any scope for further development? The closely-written 32-page booklet should convince the sternest critic of the amount of labour which has been devoted to the module.

On one point only would I sound a note of criticism – for some reason best known to himself, the designer has used Roman numerals as references. Now I don't know about you, but I don't find it all that easy to 'work' in Roman numerals – when searching the map for XXXVIII it is fairly easy to misread this as XLVIII, XXXIII, XXXXIV and son on, particularly since the printing hasn't got such a great contrast as I would have liked. Ordinary numerals do the job much better (which is why they were introduced in the first place, perhaps) and there is no reason for ascending to these high cultural levels in what should be a functional document.

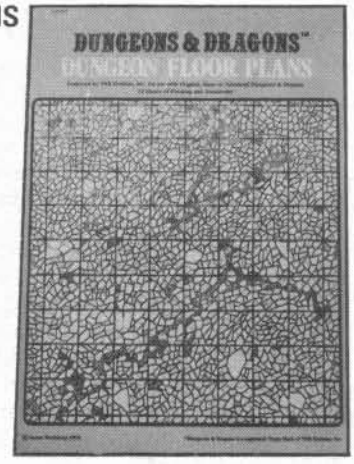
From their different points of view, these modules add another excellent contribution to the *D&D* library.

Overall: **B1 – 9**
S1 – 10

Don Turnbull

DUNGEON FLOOR PLANS

Games Workshop – £2.95



From a distance, the front of the package looks like an early 1950's television made of bright orange bakelite, with a bad case of interference right across the screen! I suppose it is eyecatching. The back, on the other hand, is very informative, giving a complete description of the *Dungeon Floor Plans*, a clear diagram, and instructions for use. The package contains twelve fairly thick cardboard sheets, each printed (in colour) to represent flagstone flooring (tan), rough stone and dirt flooring (grey), wood (brown) and stone stairways (grey).

These sheets are not, of course, floor plans in themselves. The idea is that the DM should cut up the sheets and use pieces to lay out sections of his dungeon for the benefit of the players to map his dungeon and/or move their character figures along. An infinite number of dungeon sections can be created, suitable for any role-playing game or small-scale combat simulation, but specifically *"endoresd by TSR Hobbies, Inc. for use with Original, Basic or Advanced Dungeons & Dragons"*.

The sheets are gridded into squares, and the lines have been incorporated into the design so as to look not too unnatural. The squares are to scale for 25mm figures, each being just over 2cms x 2cms and representing an area 5' x 5'. The DM can cut the sheets to any size or shape he requires, and there are enough sheets to create a continuous series of rooms and corridors covering an entire table-top. And considering it is all in two dimensions, the effect is incredibly realistic – the floors are cracked, the wood has a grain to it, the stairs even have shadows to indicate whether they are ascending or descending. A half-square of wood can be used as a table, or a chest, or as a door which, when placed between the corridor and room sections, automatically forms a wall-thickness of 2½' scale. After years of feeling very out of place on a bright green *Cul-de-Sac* board, and even sometimes simply roaming across a deserted table, my characters can at last look quite at home on a playing surface that looks attractive, is easy to use, adds atmosphere to the game, and, not least, speeds up and simplifies combat.

There are only two possible criticisms: firstly, that laying out a complete dungeon area might make it *too* easy to map, and secondly, that the wall-thicknesses formed by the doors have to be allowed for by the DM in his original plan to avoid distortion.

Other companies have tried to create this type of playing aid before – *Dungeon Decor* and *The Endless Dungeon* are two titles which come to mind, and I'm sure there are others – but Dungeon Floor Plans are far the best designed and most usable product, and, within the limitations of the cardboard, I can't think how they can be much improved.

They are sure to become an essential part of every DM's equipment, and at the price are a worthwhile investment.

Overall: 9

Peter Darvill-Evans

The HOURI character class

by Brian Asbury

Houris, or Nymphs of Paradise to give a better description, are a very specialist sub-class of magic-user, their speciality being concerned with spells of charming and similar abilities. They also have the power to seduce single individuals and the ability to hide in the shadows as thieves.

Prime Requisite for an Houri is Charisma (their voluptuously alluring beauty being very evident), which must be at least 15. Intelligence and Dexterity must also be at least 10. Houris may use only daggers as weapons although at the referee's discretion they may also use long, thin pins such as hat-pins, which can be easily concealed on the houri's person and do 1-3 points of damage. They may wear no armour; indeed, the less clothing they wear, the more effective they are. Houris must be human, elven or half-elven.

Levels	Experience Points	Hit Dice (D4)	Spells and Levels 1	2	3	4	5	6
1 Novice	0	1	1	—	—	—	—	—
2 Flirt	2,000	2	2	—	—	—	—	—
3 Charmer	4,000	3	3	1	—	—	—	—
4 Allurer	8,000	4	3	2	—	—	—	—
5 Temptress	17,000	5	4	3	1	—	—	—
6 Enchantress	35,000	6	5	3	2	—	—	—
7 Vixen	70,000	7	5	4	3	1	—	—
8 Courtesan	150,000	8	6	5	3	2	—	—
9 Seductress	240,000	9	6	5	4	3	1	—
10 Houri	330,000	10	6	6	5	3	2	—
11 Nymph	420,000	11	7	6	6	4	3	1
12 Nymph, 12th	510,000	11+1	7	6	6	5	4	2
13 Nymph, 13th	600,000	12+1	7	7	6	6	5	3
14 Nymph, 14th	700,000 (+100,000 per level)	12+2 (+1 per level)	7	7	7 etc	6	6	4

Seduction

Seduction is an ability which is used against individual males of the same or similar race as the houri. The houri's percentage chance of seducing is given by the following formula:

$$\frac{\textit{HOURI'S LEVEL}}{\textit{VICTIM'S LEVEL + MODIFIER(S)}} \times 100$$

Modifiers:

Victim is a:				
	Fighter	+3	Assassin/Ninja	+5
	Thief	+3	Druid	+5
	M.U.	+4	Barbarian	+2
	Cleric	+5	Half-elf/Elf	+1
	Paladin/Ranger	+7	Gnome/Dwarf	+2
	Monk	+8	Hobbit	+3
	Bard	+3	Half-orc/Orc	−1

These modifiers are cumulative, e.g. an elf-fighter has a modifier of +3 (fighter) +1 (elf) = +4.

Elven houris subtract 1 from the modifier, but are limited in progression to the 6th level (Enchantress).

A seduced male will drop his weapons, become oblivious to his surroundings, and attempt to engage the houri in a passionate embrace. In such a state he is extremely vulnerable to any of the *kiss* spells (see below). However, if the houri does attempt to use a spell on a seduced victim, he is allowed to make his saving throw vs. *magic*. If this is successful, then he realises what has happened in which case the seduction is broken and he cannot be immediately seduced again. Breaking the seduction, however, does not affect the success of the spell being used.

Seduction *cannot* be used in combat and cannot work against other females except homosexual ones. The presence of other individuals in close proximity (within ten feet, or obviously watching) will reduce the chance of success of the seduction attempt. For each outsider present, add 1 to the modifier.

Seduction lasts for a number of turns equal to five times the houri's level, or until broken. It can be broken in a number of ways, i.e. if the houri attempts to use a *kiss* spell as above, or if she resists his attentions (the victim is allowed his saving throw vs. *magic* each time she does so), or if the victim is attacked. In the latter case, the seduction is instantly broken.

Seduction can only be used on a single individual at a time; an houri may use the ability a number of times per day equal to her level.

Example of the use of Seduction

Lirona the houri (third level) is attempting to seduce Thaddeus Leaf the thief. The scene is the Red Dragon Inn. There are a number of other people present but no-one is paying any particular attention to the pair. Both are human. Thaddeus is 5th level.

Lirona's chance of seducing Thaddeus is equal to 3 (her level) x 100 divided by 5 (Thaddeus' level) + 3 (modifier for a thief), i.e. 300 ÷ 8 = 37.5%. Lirona rolls 30. Success! Thaddeus is taken in by her charms. However, a bar is no place for a romantic liaison. Eagerly he accompanies her upstairs to her room, his arm around her slim waist, not suspecting the fate that awaits him when he gets there . . .!!

Optionally, the houri's state of dress can affect seduction. Add 1 to the modifier if she is heavily clothed, subtract 1 if she is scantily or provocatively clad, and subtract 2 if nude. (The latter state, however, will not be terribly practical under most circumstances, and might well lead to arrest for indecent exposure).

Houri Spells

Level 1
1. Charm Person
2. Ventriloquism
3. Detect Charm
4. Fascination*
5. Silvertongue
6. Impotence*
7. Kiss of Healing**
8. Kiss of Sleeping**
9. Kiss of Waking**
10. Read Languages

Level 2
1. Charm Normal Animals
2. Influence
3. Transfer Charm
4. Jealousy
5. Ecstasy*
6. Dispel Charm
7. Kiss of Strength**
8. Kiss of Weakness**
9. Kiss of Wounding**
10. Communicate

Level 3
1. Hold Person
2. Love Spell
3. Resist Charm
4. Suggestion
5. Charm Giant Animals
6. Bodyguard
7. Kiss of Slavery**
8. Disguise

Level 4
1. Charm Monster
2. Resist Charm, 10'
3. Lovesickness*
4. Confusion
5. Hate Spell
6. Enchant Female
7. Kiss of Paralysis**
8. Kiss of Linking**

Level 5
1. Change Sex
2. Hold Monster
3. Kiss of Disfigurement**
4. Kiss of Death
5. Kiss of Change**
6. Stop! Spell**

Level 6
1. Heartbreaker
2. Mass Charm
3. Blown Kiss
4. Kiss of Regression**
5. Geas
6. Kiss of Life

*Spell affects only male humanoids.
**No saving-throw allowed.

Notes

Houris *cannot* be lawful.

As an option, male equivalents of houris may be used, as the Gigolo character class. Simply read "male" for "female" and vice versa.

As a second option, the referee may give the houri a 15% chance per week of contracting one of a variety of somewhat unpleasant, contagious diseases!

Elven houris and human houris with 15+ dexterity have the option of operating as split houri/thieves, gaining the abilities of both but retaining the houri's limitations as regard weapons and armour. Of course they will need to gain the combined experience required by both classes to progress up the levels.

HOURI

Spells & Magic Items

Level 1

Charm Person : As per magic-user spell.

Ventriloquism : As per magic-user spell.

Detect Charm : Enables the houri to ascertain whether an individual or creature is under the influence of any kind of *charm* or *hold* spell, including *geas, quest, suggestion*, etc. Range = 6", duration = 2 turns.

Fascination : Affects a single (male) individual who will be unable to do anything at all except follow the houri wherever she goes, unable to take his eyes off her. If attacked he will try to beat off any opponents including his own comrades, in a berserk fury, in order to continue moving towards the houri. Range = 12". Duration = 20 turns.

Silvertongue : Enables the houri to lie so convincingly that the recipient will believe anything she says (unless, of course, his senses tell him otherwise; he will not, for example, believe the houri if she tells him that a monster is attacking unless he can see it). Affects 1-6 individuals. Range = 10". Duration = 6 turns.

Impotence : The recipient of this spell becomes impotent for 24 hours. During this period he will attack at −2, and make morale and saving throws at −2. Wisdom, Constitution and Charisma scores will all be lowered by 1-3 points each for its duration, and the character will feel downright miserable.

Kiss of Healing : Like most *kiss* spells, there is no saving-throw against *kiss of healing*. This works as a *cure light wounds* spell, restoring 2-7 points of damage to an injured character.

Kiss of Sleeping : The victim of this spell falls into a deep coma for 1-10 turns plus the houri's level and cannot be awakened by normal means.

Kiss of Waking : The reverse of the above. This spell will also negate a *sleep* spell.

Read Languages : As per magic-user spell.

Level 2

Charm Normal Animals : This affects any normal animals, e.g. wolves, bats, lions, elephants, etc, but not giant animals or monsters. It will affect 1-20 small insects, 1-8 small animals (bats, rats, small birds), 1-4 medium-sized animals (dogs, lions, leopards), or one single large animal such as a rhino or elephant. Range = 12". Duration = 6 turns + level of Houri.

Influence : A very subtle variation on *charm person*. The recipient of this spell is completely unaware that he is charmed and behaves normally in all respects *except* that he must obey any order the houri gives him. (Exception: orders to the victim to kill or harm himself will be ignored. He will simply not hear them.) The victim will obey the orders cheerfully and believe he is doing so because he *wants* to. *Influence* is so subtle that it can be detected only by an houri of the same level or greater than the one who cast it. Range and duration are as per *charm person*.

Transfer Charm : This spell transfers control over a charmed individual to another person, e.g. if the houri encounters someone who has been charmed by another magic-user, she can use this spell to transfer control over that person from the original caster to herself (or, indeed, to someone else). Range 12". Duration as per the original *charm* spell used.

Jealousy : This affects 1-6 persons causing them to become jealous of each other to the extent that they will ignore the houri or any other source of danger present and quarrel amongst themselves for 2-8 turns. There is a 20% chance of such an argument leading to blows and, if it does, there is an additional 20% chance of the fight being to the death. N.B. if the fight is *not* to the death, then the combatants will come out of the spell when hit. Range = 6".

Ecstasy : This affects 1-8 levels of male, humanoid characters. The lowest level characters are affected first, then the next lowest, and so on. Victims fully affected sit down and stare at the houri, completely entranced and offering no resistance to anything she does to them (short of actually running them through). Partially affected characters are affected in a similar manner, but are allowed a saving throw, whereas fully affected characters are not.

Example: Lirona, using this spell on three 1st level and one 3rd level character rolls 5 on a D8 and so can affect 5 levels. The 1st level characters go under immediately, but the 3rd level one is only partially affected and is allowed a save vs. magic. Range = 4". Duration = 1-6 turns + houri's level.

Dispel Charm : Removes any kind of charm if successful. However, the recipient has a saving throw against it. Range = 2".

Kiss of Strength : This works exactly as a *strength* spell.

Kiss of Wounding : Affects the victim as would an *inflict light wounds* spell doing D6+1 damage with no save.

Kiss of Weakness : This removes 2-8 points of strength from the victim for 24 hours. After receiving such a kiss, the victim will be completely helpless for 1-10 turns.

Communicate : A spell to enable the houri to communicate with any intelligent creature in its own language. Duration = houri's level.

Level 3

Hold Person : As per cleric spell.

Love Spell : This spell requires some item belonging to the intended victim for it to work such as a lock of hair, nail parings or the like. The spell is chanted over the item and it will cause the character to whom it belongs to fall in love either with the next person that he/she sees, or with a person of the houri's choice, or, if the victim is male, with the houri herself. Duration as per *charm person*.

Resist Charm : This hedges the houri around with a protective aura which makes her immune to any kind of *charm* or *hold* spell including *geas, quest, suggestion* and *bardic charm*. Duration = 6 turns.

Disguise : Similar to the *change self* spell of illusionists in that it causes all creatures failing to save vs. spells to believe that the houri is a female of their own race or species. This spell also enables the houri to be able to seduce *any* male creature believing the disguise spell. Duration = 4 turns + the houri's level.

Suggestion : As per magic-user spell.

Charm Giant Animals : This affects any giant animals of any kind, including enchanted types such as Phase Spiders. Such enchanted giant animals save vs. the spell at +3; otherwise, it functions as *charm normal animals*.

Bodyguard : This affects *all* characters and creatures of 1-3 hit dice within a 30 ft radius of the houri. Any of these who fail to save vs. magic will immediately disregard their previous purposes or allegiances, leap to the houri's side, and form a protective ring around her defending her from all assailants, even their own comrades. Note, however, that they are not actually charmed. After they have sucessfully protected the houri from immediate danger they will become catatonic for 1-4 turns before returning to normal. Range = 6".

Kiss of Slavery : This is actually a *charm person* spell with no saving throw. Checks to break such a charm are made after *twice* the normal duration. A victim of this spell will obey *any* order unquestioningly.

Level 4

Charm Monster : As per magic-user spell.

Resist Charm, 10' Radius : As *resist charm*, except that it protects all persons or creatures within a 10 ft radius of the caster. Duration = 6 turns + level of houri.

Lovesickness : Affecting a single male victim, this spell makes its recipient become so much in love with the houri that as soon as he loses sight of her, he begins to waste away, he goes off his food, turns to drink and becomes a general wreck, fighting at −7. As a result he will die of malnutrition in a number of days equal to his constitution score plus 4, and there is also a 10% chance of him committing suicide. What's more, if the houri tells him to go away, he is compelled to do so. This unpleasant condition may wear off as *charm person*, but otherwise must be treated by *cure disease* or a *love spell*, which will make him fall in love with someone else instead. Range = 6".

Confusion : As per magic-user spell.

Hate Spell : This works in a similar way to *love spell*, but has the reverse effect, i.e. the victim will hate either the first person he/she sees, or the person of the houri's choice. The victim will then either attack that person, or plot to kill him/her. After the object of the victim's hate has been killed, he/she will revert to normal. Otherwise the spell wears off as *charm person*.

Enchant Female: This spell must be used in conjunction with a spell which would normally be effective only upon a male victim, e.g. *fascination* or *lovesickness*, and enables the houri to work that spell upon a female victim. It would also enable an houri to seduce a female . . . Range and duration are the same as the spell it is used in conjunction with.

Kiss of Paralysis : This causes a paralysis which lasts 1-4 game-days or until the houri removes it with a second kiss, whichever is shorter.

Kiss of Linking : This links the mind of the houri with that of another character for 2-8 game-hours, and during this period the two will think and act as one person. The houri will be able to speak through the other person, and even cast spells through him/her. There is, however, a 10% chance of their minds ending up in the wrong bodies when this spell wears off. The spell must be allowed to last at least two game-hours, or the chance of a mind-switch increases to 50%. Should one of the two linked characters die, then both minds will end up permanently in the body of the survivor, i.e. he/she will become a sort of "split personality".

Level 5

Change Sex : A spell to alter the sex of any humanoid creature. This is such a traumatic change that, unless the victim has submitted to it voluntarily, he/she/it will be automatically *confused* for 1-10 turns, and also there is a 5% chance that it will cause permanent insanity. Range = 12". Duration is permanent, unless dispelled or reversed.

Hold Monster : As magic-user spell.

Kiss of Disfigurement : This permanently reduces the charisma of the victim to zero, i.e. he grows horns, an extra nose, becomes covered in warts, develops a vile body stench which makes a skunk seem like *Chanel No. 9*, gains an impossible speech impediment, etc, and is rendered generally repulsive. As a result the victim becomes shunned by humanity. Anyone whom he tries to approach will instantly attack him, including his friends and relatives. Small children will follow him about throwing stones at him . . . pigs will cross the street to avoid him . . . etc, etc, etc, ad nauseum.

Kiss of Death : The only *kiss* spell for which a saving throw is allowed. The result of *not* making the saving throw is obvious. Victims successfully saving vs. *magic* merely lose half of their remaining hit points.

Kiss of Change : This spell affects its victim as *polymorph others* except that it is not permanent. As with most other *kiss* spells there is no immediate saving throw but the victim may be able to break free of the spell after a period of time, depending upon his constitution. Checks are made on the following basis, and if the character then saves vs. *magic*, he reverts back to his normal form:

Constitution	Check Every:
up to 6	3 weeks
7–9	2 weeks
10–11	week
12–15	2 days
16–17	day
18	12 hours

Stop! : In casting this spell the houri performs some action such as suddenly removing all her clothes which causes *all* activity by living beings within a 20 ft. radius of her to cease immediately for 1-4 melee turns. Note, however, that this spell is *not* equivalent to *time stop* for only living things are affected and any creature touched whilst the spell is in operation immediately breaks free of it. There is no saving throw against this spell and protection devices do not work against it.

Level 6

Heartbreaker : A spell to induce a sudden heart attack in its recipient. A save vs. *magic* is allowed. If the saving throw is not made, the character then rolls under "probability of surviving spells" as per *Greyhawk p9*. If the character does not survive, he or she is dead. If he/she survices, the character will be totally incapacitated for 6 + D6 game-weeks. He/she will also permanently lose a point of strength and a point of constitution, and will have a 5% chance of a further heart attack every time he/she exerts his/herself from then on. Range = 6".

Mass Charm : As per the magic-user spell, except that it works as a clerical *hold* spell rather than *charm person*. Range = 18". Duration = 9 turns + level of houri.

Blown Kiss : This enables the houri to use any *kiss* spell of levels 1-5 at long range without physical contact. It must be used in conjunction with another spell. Range = 12".

Kiss of Regression : This causes its victim to regress, both physically and mentally, into an infant. It can, however, be used to negate the effects of a Staff of Withering. Duration = permanent unless dispelled.

Geas : As per magic-user spell.

Kiss of Life : The houri equivalent of a clerical *raise dead* spell with the usual limitations of that spell. The usual check against constitution must be made to determine whether the character is raised successfully.

Houri Magical items

Houris can use any items of magical jewellery including rings, necklaces, scarabs, etc, plus magical daggers and items usable by all classes. They may not use wands, staves or rods of any sort, and they are not allowed to use other magic-user items except those concerned with charms or charming.

A *Manual of Advanced Lovemaking* will enable any houri reading it to instantly gain one full level of experience. However, anyone else reading it will suffer 2-16 points of damage *plus* the effects of a *kiss of weakness* spell.

A *Lipstick of Irresistibility* gives its wearer a limited *kiss of slavery* ability, the effects lasting as a double-duration *hold person* spell. Each stick is good for 5 applications and each application lasts for 1-6 kisses.

Valley of the Four Winds

by Rowland Flynn ©1979

Chapter Six

THE FACE OF HELL

With the secret of breaking the Wind Demon's power over Farrondil city in their hands, Hero's Quest-companions are outwitted by treachery: sorcery violates the ancient ban of the Plain of Darkness, and terror swarms on Farrondil as the Undead begin to march . . .

There was a brief respite while the shadow of ancient dread loomed and thickened over Farrondil. Far over the river, the tolling sounded with dim insistence, and crawling forms obscured the plain's surface, boiling out from where Hellmouth Cave sank like a festering wound into the roots of the mountains. But in the city was a time of respite. The pale, curse-weakened King was carried home to lie in state and silence; wounded Gorwin rolled in pain while his brother Caspar tested the trueness of fresh arrows for what must come; the horses broken in that last vain gallop were led away.

In gasps Hero told the tale of questing, strife and loss; of victory on victory, of secrets won and brought home; all vain in the face of this final doom.

"Say not that," said Pursio. "We have endured much and may endure more. See to it that the guard is called out to hold the bridge."

"Would we could tear it down," said Madoc bitterly. "A bridge of living rock!"

"If wishes were stallions — —" Hero began, but paused at the growing tumult without. "A storm brews?" he said. Indeed great winds were abroad in the streets of Farrondil; great howling blasts which (they now heard) wrenched glass from windows and whirled the fragments in tinkling ruin along the streets, as though they were autumn leaves.

"Nay," said Pursio heavily. "We forget our oldest bane. The Wind Demon stirs."

Madoc rubbed his chin. "But of course: chaos unleashed, across the Yazz, is calling to chaos bound: thus the Demon runs amok."

"We thank you for your wise words," said Hero. "Tell us now how we may deal with this peril within before that without is upon us! — but no, I am a fool: Verokin told all. Let the guardsmen bring the Lodestone from the chamber of Judgement."

"There needs also the Swan Bones," said Pursio.

"Which are here," said Hero, withdrawing from his pouch the small bag of so potent talismans. He fumbled with the cord.

"Hero," said Pursio. "Tell all the others the power of the Bones . . ."

Hero paused. "The power of chaos: conjoined with the Stone's power of law, they will subdue the Demon. So said Verokin. But alone the bones will but turn all things to gold."

"Yes." screamed Pursio — and Hero dropped the bag as though it were a venomous snake. "I see," said Hero dully. "We cannot wield the Bones without destroying ourselves."

"A pretty statue you'd make," said Pursio. "But I think Master Madoc has a word to say."

Madoc mused. "Indeed I do. Gold cannot be turned to gold, so tongs wrapped in gold-leaf should protect us from the magic. Let Paiton the goldsmith prepare some such tools."

The Demon's wheeled cart stood motionless at one end of Farrondil's longest street, its dull-eyed slaves still chained before it; from its mouth came a ceaseless gale, driven by lungs which drew no breath. Blood lay on the cobbles where a man, or more than one, had been tumbled the full length of the street; ruined glass, broken stone and goods sucked from windows by the blast still rolled and slid: a scene of horror beneath the sinking sun which now turned all things to blood.

From behind crept Hero, holding a Swan Bone in the improvised tongs of protection and feeling that to attack such power with such puny folly was like to prove the last act of his life. Beside him toiled Morgen and Madoc with the Lodestone, which for all its vaunted potency seemed but an ugly shard of granite. And behind was Pursio with the bag of six remaining Swan Bones.

"Now," whispered Hero as they neared the Demon's vast, glistening back. The Lodestone was swung to smite the giant body with a dull clang; the bone struck lightly on the same instant; there came a blinding flash which seemed to sear their eyes from their heads. The winds fell . . . and then began to rise again. The bone fell to powder; the Stone endured. "Again!" shouted Hero frantically, for the Demon's great hairless head was beginning to turn, the hellish blast from its mouth smashing in the windows and walls of houses yet untouched. From Pursio's bag Hero took a second bone; again the Stone swung and again the lightnings were unchained; again the wind died, only to rise again.

"And then there were five," said Pursio grimly, looking into the bag he held. "What now, good Hero?" The winds were beginning to rise about them as the Demon strove to turn his head still further; very soon they would be smashed like flies against the walls.

"Stone and bone, even in alliance, are not enough," Madoc deduced. "Chaos rises across the Yazz and here chaos is strengthened."

"Then our power too must rise," said Pursio into the growing gale. "Earth-magic, name-magic, moon-magic . . . has any of us the smallest scrap of power?"

Hero gasped. "The name! — Quick, again!" The Stone clanged and a third bone touched; as the great flare of light came, Hero cried "Be still! I command you — Mikool!" And everything came to an end.

* * *

It could only have been for moments that they lay stunned by that blast of power. They stirred, and found the air calm and the sky clear. The Demon's head was fully turned, and its blank eyes aimed at Hero: as he stiffly rose, the monstrous lips spoke for the first time. *"Master."*

"I knew you not for a master of namelore," said Pursio.

"Nay . . . but Hajjin named the Demon when first he came to Farrondil. I but recalled it; almost too late."

"So ends the peril within," said Madoc. "But that without is greater and more terrible; let us to the walls at once." Their hearts grew heavier as they ascended to the heights. It was already plain from the swelling bell-sounds that something drew nearer; from the city's high crenellations, Hero and his men now began to perceive what swarmed across the plain. Undead, indeed: a countless host of things lean as skeletons. The light of the dying sun glinted red on swords and shields, and the glints showed in flickers *through* the torsos of this marching horde. Skeletons indeed they were, though not of clean and sunbleached white; ancient corruption had blackened and stained the bones; on Farrondil there marched the armies of the night. Behind, cowled monkish forms urged on the horrid host; at the rear was upraised a high black frame like a scaffold, from which swung the dread Bell. Toll toll toll . . . it was the knell of Farrondil which sounded . . . toll toll toll . . . the black leg-bones marched all in perfect time to the drear dead sound of the bell . . . toll toll toll . . . the hopes of all men were being slowly tolled away . . .

It was Pursio who broke the spell. "We stand afeard of noises and dry bones! Things to frighten children of nights! Come — our swords can splinter some of these."

"They near the Bridge," said Hero. "We must lead the army lest Farrondil fall into despair."

But they could not rush straight to battle. Guards needs must be set, men charged to restore the sacred Lodestone to its hall, weapons chosen. The remaining able men of the Quest resolved to lead the battle; it was expected that they should hold some far-found secret of victory; Hero could not break them now by announcing that the small victory over the Demon was won, and no more could be hoped for.

For rank upon rank of the undead swordsmen were crossing the wide stone span of Black's Bridge; their steady and untiring march had brought them more quickly than any had thought possible; it was for Hero's men to rally the tiny forces, who already fell back before the illimitable ranks of ebony bones and black iron swords.

"Arrow-work is folly," said Caspar as he surveyed the foe. "See!" His arrow whistled to strike a front-rank Undead where his heart should have been; it ricocheted clean through, and fell. A second arrow took his target in the empty eye-socket; unfaltering the living skeleton paced on with fifteen inches of arrow-shaft protruding from the empty socket, the red-and-blue fletching waving in horrid gaiety. The skull's blackened teeth did not — could not — waver from their fixed eternal smile. And behind: toll toll toll . . .

"A charge!" cried Hero before panic could rise. "We must hold the Bridge." With the Company's example before them, the Guard of Farrondil charged to meet that first rank of undead. The Bell's note alerted a trifle as they came, and a hundred swords were raised; the lines closed and the swords fell, rose and fell, rose and fell, wielded in perfect unison by a hundred dead untiring arms, still keeping horrible and maddening time with the steady tolling of the Bell. Those like Hero who caught the rhythm were able to strike down skeleton after skeleton in the pauses between the predictable strokes of the undead: and each skeleton, when struck by iron, fell in a heap of bones. But those who failed to mark the timing were battered down by the tireless blows: so died Morgen and half a hundred of the Guard.

Toll. The undead hand brought down a sword. *Toll.* The sword rose, and Hero leapt forward to shatter the skeleton. *Toll.* Arm weary, Hero stepped back as another black sword fell. *Toll* . . .

And the bone-mounds grew, a menace underfoot; and to those who had caught the rhythm of this grim fight came the sick knowledge that all would be in vain: that flesh and

blood must tire while cold enchanted bone can swing and swing to hew men when once they faltered in the deadly dance.

A new note from the Bell, and the undead were stilled. Jubilation was lost in woe as Farrondil's failing men saw what the cowled things' magic now achieved: beneath their feet the fallen bones knitted together and were made whole, to rise anew. Rhys perished then, caught by a sword from below; the brief line of his death-song was overmastered by other screams and the deadly tolling which filled the world.

"Back," called Hero, smelling despair. "To the gate." The bony legs which did not tire followed Farrondil's retreat . . . but Pursio was tugging at Hero's sleeve. "Master," he said. "It called you master; call it now . . ."

Hero shrugged, and said without hope: "Come, Mikool!" and from the city came a great roar of wind. The eastern gate burst open, blown from its hinges; out rode the Wind Demon on its lordly carriage, still drawn by the haggard and leprous slaves.

"Aside, Farrondil!" shrieked Pursio, "Beware the wind!" And he pulled dazed Hero from the space now opening between the skeletal horde and the Demon. And the Demon blew.

Like chaff the dry bones were scattered; some into the Yazz and some across the plain. Still the hordes pressed on, urged by the Bell and its foul monk-attendants . . . now so solidly massed that the Demon could scarce affect them.

"Blow on!" said Hero. "But, Pursio, I see 'tis not enough against the horde. What now?"

"The Bell drives them," said the little man. "Silence it and you still them. Methinks Caspar's bow has a use after all."

But Caspar demurred, pointing to the rope of the distant bell: "Cut *that* with an arrow? "Twill be spent and useless at such distance."

"We have magic also: four Swan Bones remain," said Pursio as he took out the bag. "My thought is that we might tie a bone to an arrow, Caspar, and have you change this bell to gold with your shot."

"A golden bell, an iron bell: what difference?"

"Nay," said Hero, "gold is no bell-metal and must dull the note."

To his disgust, Pursio found he must sacrifice the gold-wire ornaments from his jerkin, to attach bone to arrow: the power could not be wasted on any mere arrow, and the bone needs must be fixed with wire and not let touch the shaft — a difficult task even with the tongs Hero still had in his belt.

"Be still, Mikool," Hero presently said: and the winds died. The foremost line of skeletons, leaning into the wind, at once fell in a heap. Laughter rose from Farrondil's straggling lines, yet was swiftly stilled as the black tide poured forward once more, merciless and implacable. But Caspar fired his bow. The shaft flew over the heads of the black horde, yet not quite high enough: a sudden sharp note from the Bell, and each skeletal hand flung its sword on high, so that a dark blizzard of iron rose in the air above this army of the night. A bright flash somewhere among the whirling blades showed where the arrow struck, and where a golden sword fell useless to the ground: another bone was spent.

"Very well," said grim Caspar. "I must essay the high shot." He nocked a second arrow with care and aimed into the sky. High it soared, the gold wires catching the last rays of the sun, and cleanly it fell toward the gaunt black scaffold. But thereon stood one of the cowled figures, mouthing words in a grating whine which tormented the soul; some spell from the deep roots of the mountains. The arrow veered and turned about, rising and falling along the path it had taken, now catching the sun with an evil gleam: Caspar dived aside, but too late, for the arrow pierced his arm and took him in a flash of brilliance. Hero was left looking down upon a golden statue bearing a golden bow.

"It is the end for us all," he said softly.

"Never," said Pursio. "There is no end until the last of us has died beneath those fell swords. Come, unleash your Demon's power and let us make a last charge."

"Oh, how I loathe these unclean magics!" cried Hero. "If only honest swordplay would prevail — but no, it is not to be. We must use whatever foul tools we have. No charge, Pursio. No — a last attempt on the Bell." He walked to where the Demon squatted and leapt upon its platform, averting his gaze from the slaves he could not help. "Blow!" he said. "Blow your hardest, Mikool! — And follow me, men of Farrondil!"

Madoc and Pursio leapt up beside Hero as he urged the slaves forward; the great carriage began to move, Mikool blasting Undead from before it with renewed vigour. Behind, the men of Farrondil crept cautiously; before, the Bell began a louder tolling, and the unending black armies of bones began to mass anew on the Plain of Darkness for a fresh assault upon the Bridge.

Forward rolled the demon-cart; backward reeled the skeletons as Hero spurred his monstrous and loathed servant to vaster

efforts. Somehow they crossed the bridge, despite the reanimated skeletons which rose perpetually from the crushed and acrid dust between the wheels, and assaulted the cart's low sides; it was with weary sword-arms that Hero, Pursio and Madoc came to the far side. But the slaves could not be harmed by the sword; the skeletons' swords shattered on their wasted forms as once had Hero's axe on their chains, so strong was the binding enchantment which doomed them to pull Mikool.

"They must be wicked to deserve this curse," murmured Pursio.

Now the massed might was clustered before them; from its very heart rose the Bell's black scaffold.

"This is the test," said Madoc; "and this is where we fail."

"Blow harder, harder yet!" cried Hero. "Your master commands you, Mikool! Spend all your power and blow, blow, blow!" And the Demon blew its last: a tremendous blast which darkened the plain for miles about with the black bones of scattered skeletons, which opened up a clear path to where that sullen and immovable scaffold stood . . . and which burst the Demon's great brass form into uncountable fragments. The slaves stood dazed and free for one instant, and fell to dust.

There was no time for pondering. Springing from the cart, Hero ran forth, and Madoc, and Pursio a little lagging since his strides were short. In their path there rose suddenly a cowled monk-thing which raised its wispy wraith-like hands against them, calling in a high voice words of power to shake the soul. Hero stopped his ears, grimacing; but Madoc did not pause. "I know your lore, wraith!" he grated. "*Yngvi isal-ou se!*" His remembered charm halted the thing for an instant, but then it flung itself at Madoc in a flurry of tattered robes. Hero could not pause: he ran on to the Bell, hacking aside a few stray skeletons, and leapt upon the black framework. *Toll, toll, toll* . . . the clangour was deafening, and all about fresh evil stirred as shattered bones rejoined. *Toll, toll, toll* . . . Hero swung a great stroke at the bellrope; and for the third time since the evil had begun in Farrondil, his weapon broke in bright fragments.

He had no other weapon. But: "The Bones!" cried Pursio from behind, parrying a skeleton's attack with one hand and flinging the tiny pouch with the other. "Use the bones!"

The protective tongs were no longer to hand; Hero fumbled through the thin, charmed cloth of the bag so that a bone protruded. A fleshless hand tugged at his shoe as he strained to thrust this bone to where the great Bell still swung in intolerable tintinnabulation. With a final effort of sinew and will he stretched his arm further than he would have thought possible — and touched bone to bell. The flash came. Bell and bellrope shone a sudden, cheerful gold, all blackness fled; the golden clapper struck dully against the golden bell, and the ancient things from Hell-Mouth Cave faltered wherever they stood. Then, overcome by the massive weight beneath, the soft, pure gold of the bellrope stretched and broke, and the bell plummetted to the ground. It struck the base of the wheeled scaffold with a fearful crunching sound; the scaffold tottered, and fell in its turn as Hero leapt painfully aside.

Pursio lay wounded — but alive, with bones all about him. The last of the light was dying in the sky. On all the battleground there was no motion save for the few battered men of Farrondil, amazed still by the suddenness with which their implacable opponents had fallen. Of the monk-spirits there was no sign; but everywhere lay black bones, bones no longer held together by any sinew or enchantment. A pang of grief touched Hero as he saw the one white skeleton which lay nearby: it could only be Madoc, flesh stripped away in that final, fatal encounter with the ragged monk-sprit which had barred the path.

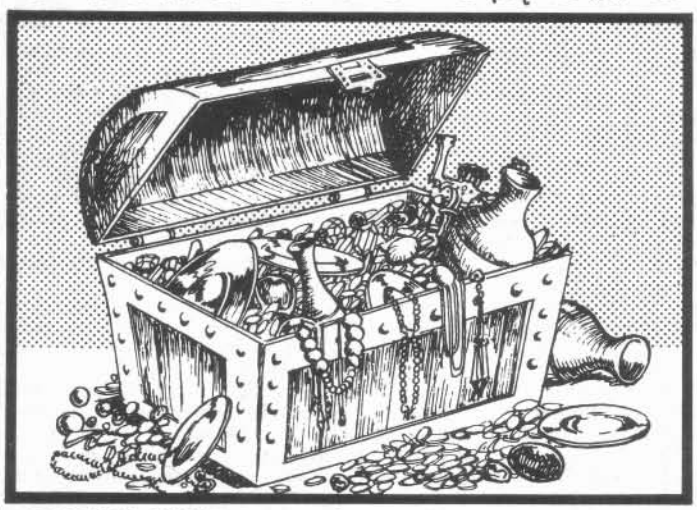
"Not in vain, my friend," said Hero, covering the naked bones with his cloak. "Not in vain."

* * *

In Farrondil that night were sad and merry moments. Merry when the toasts of victory were drunk; sad as the names of the lost were honoured and Madoc, Anvar and the rest remembered for a little time. King Lodwick, though weak still, was merriest of all and liberally granted lands to Hero and others from his newly-won domain across the Yazz; the final Swan Bone was kept for the Royal Treasury (already swelled by a golden sword and a golden bell: the statue of Caspar was inviolate, an honoured monument), but Hero was granted a boon of his choosing. In the feast-hall he turned to meet the clear eyes of the Princess Allathea and knew just what that boon would be; but knew too that one day he and faithful Pursio would ride again in search of the unknown wonders still to be found in the *Valley of the Four Winds*.

THE END

TREASURE CHEST



TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

New Spells

Laser (Evocation)
by Phil Masters

Usable by: *Magic-User*
Level: *4*
Range: *18"*
Duration: *2 segments*
Area of Effect: *Beam of negligible width*
Components: *V,S,M*
Casting Time: *4 segments*
Saving Throw: *Neg.*

This spell causes an intense beam of light to spring from a ruby of at least 150g.p. held in the caster's hand. The beam can be used for amputation of an infected limb of a stationary friend — 70% chance of a clean cut with no serious bleeding; to cut through a lock or metal bars — ¼ segment to cut an inch slot in an inch of iron; or as a weapon doing 2D6 heat damage +1/level of the caster above 8th. Any who save have dodged the beam. The following barriers have no effect on a laser: *shield* spells; *Leomund's tiny hut;* or *wall of fire*. A *wall of ice* stops the beam but has a ½ inch diameter hole melted through it in the process. Mirror surfaces or gaze reflection spells deflect the beam and bright red clothing may do so — 50% chance for very clean, highly coloured robes. The material component — the ruby — shatters on completion of the spell.

Mirage (Illusion/Phantasm) Reversible
by Phil Masters

Usable by: *Druid*
Level: *6*
Range: *18" + 4"/level*
Duration: *Special*
Area of Effect: *8" diameter circle*
Components: *V,S,M*
Casting Time: *1 turn*
Saving Throw: *Special*

This spell has two possible effects: to create a mirage of a large object (castle, city, mountain, sea, etc.) on the horizon; or to create a zone of shimmering, confusing light around a party. Since the spell employs tricks of atmospheric refraction, it can only work above ground on a day that is at least warm and preferably hot. The material component required for the first effect is a small, fairly realistic model (a clay "castle", a puddle for the sea, etc.). This must be placed in an open area and not be moved, otherwise the spell is broken. Movement in the mirage can only be created by the use of a "working model" — if a smouldering rag is placed in the "castle", the mirage can appear to be on fire, etc. The mirage is totally convincing, but it always remains the same distance from the viewers. It is dispelled if the caster is slain, moves out of range of his victims, chooses to stop the spell, or if the temperature drops below warm.

The second effect utilises a clear crystal phial of pure water instead of the model. This must be held by the caster in an open space. The spell can then be cast to effect a 6" diameter circle anywhere within spell range. The effect continues as long as the caster is within range and the phial is displayed, the caster negates it or the temperature drops below warm. *Dispel magic* or *darkness* cast on the area or caster negates this effect. Magical *cold* aimed at the caster, wrecks either mirage. Other spells can be cast into the affected zone, but none can be cast within it. All blows are struck at —4 within the mirage and all within or entering it must save or become confused for 3D4 rounds.

The reverse spell, *counter mirage,* simply negates any and all mirage spells cast from or functioning within spell range. The material component for this is a drop of water.

Sword of Warning (Invocation)
by Phil Masters

Usable by: *Cleric*
Level: *5*
Range: *4"*
Duration: *5 rounds/level*
Area of Effect: *1 person or location*
Components: *V,S*
Casting Time: *8 segments*
Saving Throw: *Special*

This spell can only be cast in a location with at least 15' between floor and ceiling (or any other solid obstruction overhead, e.g. archway, cliff overhang, etc.). When casting the spell the cleric gestures to the point or person desired and immediately a great broadsword, shimmering with white light, appears 10' (or more if necessary) above the victim or position and apparently suspended by a slender thread. The victim — which must be at least semi-intelligent — automatically looks at the sword and is immediately *paralysed* unless it has eight or more levels or hit dice in which case if it saves it avoids paralysis and can jump clear. Magic resistance may prevent the sword from appearing. Beings paralysed may speak but cannot cast spells. If the spell is cast in a portal, any not of the caster's party or actively hostile to the caster must save to pass safely beneath. If any pass inadvertently beneath the sword (e.g. if the sword is screened from one approach) they do so normally, but on seeing the sword must save or faint for 2D4 rounds from shock. Victims of animal intelligence gain +3 on saves; non-intelligent beings gain +5. The sword remains until it falls or the spell expires. If the caster is within 7" he can order it to fall. Alternatively he can instruct it to fall in specific circumstances — e.g. if a goblin passes beneath, if any living thing passes beneath, if a paralysed victim orders its minions to attack, etc. The sword hits automatically for 5D8 with a 50% chance of system shock — save vs. system shock or slain — and can strike anything vulnerable to magic weapons or lightning. The sword is a symbol of divine displeasure and so cannot be used against gods, demi-gods, named demons or devils, or members of the caster's religion. It can obviously function as a trap but care should be taken regarding alignment.

Oath (Conjuration/Summoning)
by Roger Levy

Usable by: *Cleric*
Level: *1*
Range: *Touch*
Duration: *Special*
Area of Effect: *Creatures touched*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *None*

This is used to seal a bond, bargain or verbal agreement between two (or more) willing participants, not including the caster. If anyone subsequently wants to break the *oath,* he must first save vs spells (—1 for every level above first of the caster) or take 1D8 damage. If he saves, he still takes 1D4 of damage, but the oath is broken and also negated for the other participants.

Magic Messenger (Conjuration/Summoning)
by Michael Watts

Usable by: *Magic-User*
Level: *3*
Range: *0*
Duration: *until fulfilled*
Area of Effect: *Special*
Components: *V,S*
Casting Time: *6 segments*
Saving Throw: *None*

When this spell is cast a small silver sphere with a mouth upon it appears. It can be instructed to carry a message at any specified time (e.g. "Tell Selden the sage if I die" results in the message being delivered when the caster dies. The sphere travels invisibly and at a speed of 28" by the most direct route to its destination where it materialises to deliver its message.

Detect Undead (Divination)
by Declan Logue

Usable by: *Cleric*
Level: *2*
Range: *3"*
Duration: *1 turn/level*
Area of effect: *1" path*
Components: *V,S,M*
Casting Time: *1 segment*
Saving Throw: *None*

This spell enables the cleric to detect the presence of any undead creatures along the path of the spell. The path is 1" wide and lies in the direction that the cleric is facing. It requires the use of the cleric's holy (or unholy) symbol as the material component, with the cleric holding it before him.

Cone of Good (Invocation) Reversible
by Declan Logue

Usable by: *Cleric*
Level: *4*
Range: *6"*
Duration: *Instantaneous*
Area of Effect: *6" long cone, 3" diameter base*
Components: *V,S,M*
Casting Time: *3 segments*
Saving Throw: *Neg.*

This spell causes an invisible cone of goodly force to emanate from the fingers of the cleric. Any evil creature in the range of the cone that fails to make its saving roll will be forced back 6" from the cleric. Once forced away, any affected creatures will then shun the cleric for 1-6 turns. The reverse of the spell, *the cone of evil,* affects only good creatures. The material component of the spell is the cleric's holy (or unholy) symbol.

Bend (Alteration)
by James McRobert

Usable by: *Magic-User* — Area of Effect: *1 weapon*
Level: *1* — Components: *V,S,M*
Range: *2"* — Casting Time: *1 segment*
Duration: *1 round* — Saving Throw: *None*

This spell causes any non-magical hand-weapon of the caster's choice to twist itself into a shape which renders it totally useless. The material component for this spell is a piece of string or cord which must be knotted while invoking the spell.

Mental Block (Enchantment/Charm)
by James McRobert

Usable by: *Magic-User* — Area of Effect: *1 creature*
Level: *4* — Components: *V,S,M*
Range: *10"* — Casting Time: *1 round*
Duration: *Permanent* — Saving Throw: *Neg.*

This spell may be cast on any humanoid except enchanted or undead creatures and will prevent the recipient from performing some specified action, e.g. drawing his sword, harming the caster etc. There is a 95% chance that the recipient will be unaware that a spell has been cast. The spell can only be used to stop actions which the recipient is usually in conscious control of. That is they cannot be prevented from breathing or stop their heat beat, etc. The spell can only be removed if the caster is killed, the material component destroyed, or by *exorcise.* The material component of this spell is a bar or rod of iron or steel.

Jebansalf's Eye of Back-Seeing (Alteration)
by Daniel Adler

Usable by: *Magic-User, Cleric* — Area of Effect: *Personal (magic-user)*
Level: *3 (magic-user); 4 (cleric)* — *One creature (cleric)*
Range: *Touch* — Components: *V,S,M*
Duration: *2 hours + 1/level* — Casting Time: *5 segments*
Saving Throw: *None*

This spell forms an extra eye out of the Pineal gland at the back of head (many scientists believe the gland may have been an eye at some earlier stage of our evolution). With this eye, dexterity bonuses are given against any attacks from behind, thieves striking silently from behind do so at +2 and not +4 and damage from the stabbing is halved. The +2 bonus given to other attacks from behind is nulled and any pickpocket attempts have 40% subtracted from them. The eye can have other spells cast on it, such as *infravision* or *permanency.* The eye takes 3 turns to form after the spell is cast. The material component is the eye of an Umber Hulk or Beholder.

Bridge (Alteration)
by Michael Hewitt

Usable by: *Magic-User, Cleric, Druid* — Area of Effect: *Special*
Level: *4* — Components: *V,S,M*
Range: *Special* — Casting Time: *2 segments*
Duration: *2 turns* — Saving Throw: *None*

This spell enables the caster to create a 5' wide bridge over a chasm or similar gap. The bridge can be of any length up to 10' per level of the caster. It will bear any weight. The material component of the spell is a 5" long, oak bridge which costs 100 g.p. This is placed at the edge of the gap and when the spell is cast, the bridge will expand to its required length. At the expiration of the spell, the bridge contracts to its original size on the opposite side of the gap to where it was first placed.

Catatonic Control (Enchantment/Charm)
by Richard Nixon

Usable by: *Magic-User* — Area of Effect: *Special*
Level: *6* — Components: *V,S,M*
Range: *Special* — Casting Time: *4 turns*
Duration: *Permanent* — Saving Throw: *None*

To perform this spell, the caster must have in his possession a piece of the victim's body, e.g. a lock of hair or a nail clipping. The spell will cause the victim to come under the control of the caster whenever the victim is asleep. Once awakened, the spell is broken and must be recast for control to be regained. A *dispel magic* or *exorcise* will negate the spell. When under control, the victim will obey the thoughts of the caster from any range. A large, unbroken wall of some material (2" of stone, a sheet of lead) will stop the effect of the spell. Once a subject discovers that such a spell has been cast on him, he will die within 2-8 days due to worry and lack of sleep.

Rope Control (Alteration)
by Richard Nixon

Usable by: *Magic-User* — Area of Effect: *1 rope/six levels*
Level: *3* — Components: *V,S,M*
Range: *1"/level* — Casting Time: *1 round*
Duration: *1 turn/level* — Saving Throw: *None*

The material part of this spell is a specially made rope, which is reusable until destroyed. It is woven from spun Giant Spider's Web, the hair of a pure maiden, and gold and platinum thread worth at least 3000 g.p. The rope is 50' long and weightless. The spell will animate this rope and cause it to act as a *Rope of Entanglement,* requiring a strength of 18+ to break, or taking 3 rounds to cut. The ropes are AC4, 10HP. The spell also enables the rope to be used as a *Rope of Climbing,* and to be manipulated by the caster in any direction (e.g. pass through keyholes, strangle, etc). The full concentration of the caster is required to control the rope which automatically returns to him when the spell expires.

Spell Store (Alteration)
by Richard Nixon

Usable by: *Magic-User* — Area of Effect: *1 gem*
Level: *5* — Components: *V,S*
Range: *1"/level* — Casting Time: *1 turn*
Duration: *½ day/level* — Saving Throw: *as below*

By means of this spell, the caster can store one spell of an area effect type in a gem. The stored spell can then be called forth by any who know the command word specified by the original spell caster. The spell can only be called forth if the one commanding is within range. Should the gem be removed from the range of the original caster, shatters, or makes its saving throw on the casting of *spell store,* the spell stored or intended to be stored will take immediate effect. For spell storage to be successful, the gem must be held while the caster casts both *spell store* and the spell to be stored. There can be no delay. All spells stored in this way act as a normal spell in effect, range, etc.

Level of Spell to be Stored	Value of Gem in g.p.	Saving Throw of Gem
1st	10	19
2nd	100	18
3rd	1,000	17
4th	10,000	16
5th	100,000	15
6th	1,000,000	14
7th	10,000,000	13
8th	100,000,000	12
9th	1,000,000,000	11

We regret that we were unable to print all the **Spells** *we received due to the excellent response from readers. Next issue we will feature* **Special Rooms** *which are both ingenious in design and cunning in their concealment of treasure. Please send your contributions to arrive by 1st July 1979.*

LETTERS

Readers' thoughts, suggestions, ideas, views, comments and criticisms. Letters should be sent to the Editor, WHITE DWARF, Games Workshop, 1 Dalling Road, Hammersmith, London W6.

Dear WD,

I am writing regarding Bill Seligman's review of SPI's *Middle Earth* games in *White Dwarf 11*. Mr. Seligman notes that he bases his observations on the character game version of *War of The Ring*. I think this is a very unfair thing to do. The character game is only an introduction to the campaign game, and also for those without sufficient time to play the campaign game. To do this, it leaves out armies and many characters in order to simplify and speed up the game. It is obvious that this version will not be all that 'historically' accurate. If Mr. Seligman played the campaign game a few more times he would find that the game can be very similar to the way things happened in the book.

SPI did a brave thing when they attempted to produce a board game of *The Lord of the Rings*. It was obvious that many people would be looking at the game in a very critical manner. I feel they have done an excellent job with the game, making it accurate, reasonably simple to play, and most of all immensely enjoyable. Tim Kirk's artwork is nothing short of brilliant on the character cards. The game certainly deserves a better overall rating than 5.

Yours sincerely,
Gerard May, Farnham, Surrey.

Dear WD,

I feel that I must make comment on the deteriorating standard of the *Fiend Factory*. Although this is the best article in *White Dwarf* and is always an excellent "read", the subject matter is worsening. I thought that the *Fiend Factory* was intended to be a show case of brand new, interesting monsters but recently this has no longer been true. Take, for example, the Spook, invented by the ubiquitous Roger Musson. In my opinion a monster that can kill any character just by hitting them is totally absurd and unfair on players, and its only possible use is on incredibly powerful parties of dungeoneers (as seem to abound in Nottingham). Its inclusion in the *Fiend Factory* is strange as Don himself said in *White Dwarf* 6 that he detested super-powerful monsters unless they were very interesting. What is interesting about the Spook?

Several monsters are merely "revamped" versions of others with possibly a small addition. Take for example the Sheet Phantom (a Lurker Above variant), or the Witherstench (a *Monster Manual* Giant Skunk) or the Devil Dog (a Mastiff from U04) and, worst of all, the Dahdi, a blatant copy of the Withra, both being "reversed" undead.

My next complaint is against Don. You've got the *Players' Handbook* so why, when someone has put AC9 for "no armour" don't you change it for AC10? It is understandable that many *Fiend Factory* monsters will have been sent in before their designers saw the *Handbook* and thus put AC9, but I'm sure that they wouldn't mind you "correcting" them.

In *White Dwarf 7* Don said that if, when you play-test a new monster, it is boring, then it isn't worth sending in. This seems to have been ignored by several people. The *Fiend Factory* has featured several monsters that are "one off", i.e. you use them once and from then on they are useless. Examples are the Carbuncle, Bragger, Flying Fish, etc. If just one person in a party knows what they do then they are a total waste of time. I would advise people to play-test new monsters twice on the same party and see if they are still so interesting the second time.

Despite all of the above I still like the *Fiend Factory* and look forward to more monsters on the lines of the Necrophidius, Rock Beast, Urchin, Volt and Needleman. All of these are not too powerful, are interesting, are easy to DM and are even liked by my players (in a strange sort of way. They certainly have a healthy admiration for the Volt with its automatic damage capability).

Right, that little lot should spark off some arguments.
Yours D&Dingly,
Michael G. Stoner, Dorking, Surrey.

Dear WD,

A quick comparison of the *AD&D* combat matrices with the old Men Attacking and Monsters Attacking matrices will convince the reader that the *Monstermark* is dead and should be interred with decency but without delay.

It's certainly true that absolute values of the *Monstermark* are rendered obsolete at a stroke by the new matrices – as it happens, they never set out to be perfectly accurate anyway, as contributors to these pages have pointed out. However, though I am not going to flog through the calculations again with the new matrices, it would probably be unnecessary anyway. The point is that the relative values should still have some meaning – the relationships of the old *Monstermarks* will not greatly be changed by the new 'system'. A 6-dice monster now needs a roll of 11 to hit AC2 whereas previously it needed a 12; but monsters of lower and higher level will find that hitting a target is also that bit more difficult than before. Equally, our fictitious 1st level fighter will find it just that bit more difficult to hit a monster, though whatever the AC the degree of additional difficulty is pretty much the same.

As we weep at the graveside, therefore, we can, I think, take solace that the accuracy of the relative values of the *Monstermark* has probably not diminished more than a small amount, if at all, and since the absolute values weren't accurate in the first place that probably doesn't matter.

In other words, so long as we use the *Monstermark* as a rough guide and don't imagine it to be more accurate, in the absolute sense, than it was intended to be, it still has some value. Small comfort for the bereaved, but better than nothing.

R.I.P.
Don Turnbull, Cambridge.

Dear WD,

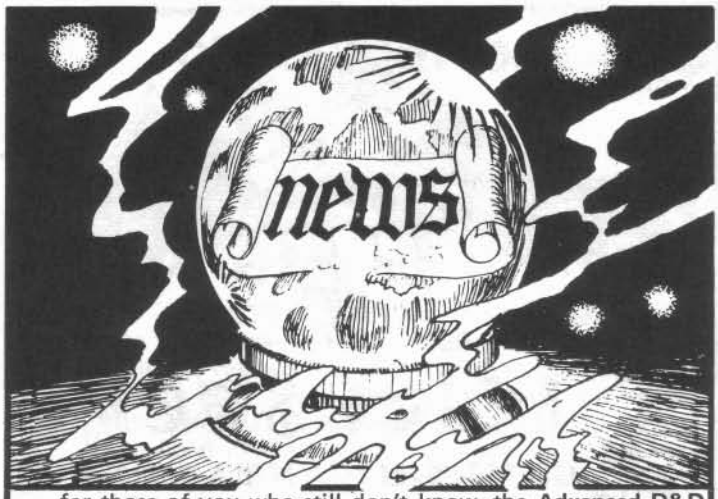
I read with interest Don Turnbull's article in *White Dwarf 12* entitled *A Dip Into The Players Handbook*. But where did he get his information about Hobbits now being called Gnomes? A Hobbit and Halfling are one and the same thing (as anybody who has read Tolkien will tell you without even referring to the *Monster Manual* page 17 or the *Players' Handbook* page 50). Gnomes? Good grief!

Yours sincerely,
John Smart, Chigwell, Essex

– John was not alone in his spotting of our "deliberate" mistake. Readers rightly pointed out that Don meant Halflings, not Gnomes, and we received a particularly tricky letter to answer from C.H.A.O.S. (Committee of Halflings And Other Species) threatening legal action and pointing out that 'Halflings need love, too'.

We asked Don his opinion and he, shame-faced, admitted that there had been an error. He had intended to write 'Halflings' but somehow wrote 'Gnomes' instead, and despite the fact that he and at least two others read the proof text before publication, the error went unnoticed.

So we apologise to all readers, and particularly Halflings (and, while we are about it, Gnomes) for this error. This type of error is unlikely to be repeated as Don has now been demoted to office cat. *Ed–*



. . . for those of you who still don't know, the **Advanced D&D Referee's Guide** will be released in August by *TSR*. Before that in July will see the release of the **Advanced D&D Dungeon Master's Screen** which are two screens giving information for combat, saving throws, etc. at a glance for the DM. Immediate new releases from *TSR* in boxed games are **Snit's Revenge, 4th Dimension, Boot Hill** and **Divine Right.** Snit's Revenge is a fast-moving and fun game which has emerged from a cartoon strip in **The Dragon.** 4th Dimension is an abstract game in which some pieces can "time warp" in and out of the game in an attempt to capture the opposing Time Lord. Boot Hill now has expanded rules and a two-sided map with one side featuring a detailed town map and the other a large-scale campaign map. Divine Right is a multi-player fantasy game in which players take the roles of powerful monarchs and attempt to dominate the continent . . .

. . . *Judges Guild* continue to expand their range with six new releases. **Dark Tower** and **Under The Storm Giant's Castle** are two complete dungeons. **Wilderlands Of The Magic Realm** includes two booklets describing ruins, relics, castles, citadels, etc. and four maps (two players and two judges). **Character Codex** contains 90 perforated character record sheets and includes equipment costs. All the above are approved for use with **Advanced D&D.** The **Traveller Logbook** is a **Traveller** playing aid designed to assist referees and players in the generation of characters and design of spaceships. **Starships & Spacecraft** gives three 22" x 34" detailed plans of **Traveller** spaceships. The above two items are approved for use with **Traveller** by *GDW* . . .

. . . new from *Gamescience* are rules entitled **Strike Team Alpha** for combat between men and aliens. They have been written specifically for **Galactic Grenadiers** figures from *Ral Partha*. . .

. . . convention season begins soon on both sides of the Atlantic. **Origins '79** is at Widener College, Chester, PA from 22nd – 24th June. **Gencon XII** is at University Wisconsin-Parkside, Wood Road, Kenosha, WI from 16th – 19th August. **Dragonmeet II** is at Chelsea Town Hall, Kings Road, London SW3 on 25th August. **Games Day V** is at the Royal Horticultural Hall, Greycoat Street, London SW1 on 20th October . . .

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FOES - **First-Order Enemy Stats** is an encyclopedia of pre-rolled RuneQuest characters and monsters, 112 pages in all. Statistics appear for 28 pages of humans, and for varying amounts of elves, dryads, runners, baboons, broos, crested and beaked dragonewts, demi-birds, ducks, ogres, dwarves, dark trolls, trollkin, cave trolls, centaurs, morokanths, giants, dream dragons, jack-o-bears, bearwalkers, tiger sons, tusk brothers, wolf brothers, tailed priests, full priests, newtlings, wyrms, wyverns, wind children, ghouls, and vampires. Introductory notes are provided. Typeset, 8½x11. By Ray Turney. **$9.00.**

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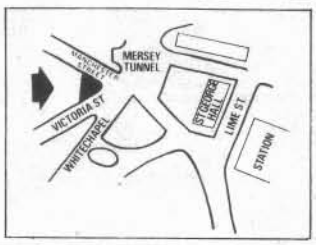

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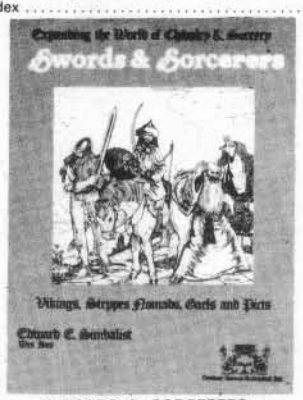

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